NINTENDO POWER

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PERFECT DARK™

THE OFFICIAL Nintendo® PLAYER'S GUIDE

NINTENDO 64

RAREWARE™

MATURE™ M CONTENT RATED BY ESRB

EXCLUSIVE PERFECT DARK COMIC INSIDE

PERFECT DARK™

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The Perfect Dark Player's Guide is printed in the U.S.A. and published by Nintendo of America Inc., 4820 150th Ave. NE, Redmond, Washington 98052, at $14.95 in the U.S.A. ($17.95 in Canada).
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ISBN 1-930206-02-X

RAREWARE

Are You Afraid of the Dark?

You should be. The finest agent the Carrington Institute has ever produced is about to embark on her first mission, and she didn't earn the nickname "Perfect" for her social skills. But perfection is fleeting, and Joanna Dark will soon learn that training is one thing and single-handedly delving into the dark heart of an interstellar conspiracy is quite another. As an extraterrestrial war comes to a head on earth, all of humanity hangs in the balance, and time is growing short. There is hope, though. Nintendo Power has assembled an incomparable team of perfectionists to cover your back. Detailed maps, hidden weapon locations, enemy behaviors, mission objectives, multiplayer techniques—NP's agents have risked life and limb to bring back every last bit of useful information from the front lines of mankind's last stand. Are you ready to enter a world where anything less than perfection will mean the end of the world? We'll make sure you are.

PERFECT DARK™

THE OFFICIAL NINTENDO PLAYER'S GUIDE

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PERFECT PREFACE...

What begins as a simple civilian extraction soon blossoms into a tooth-and-nail fight for the survival of the human race...and at the center of the storm is a young, untested operative named Joanna Dark. Welcome to the year 2023, when mankind is about to peek out beyond the borders of its fragile world and glimpse something truly horrifying. Sentient beings from beyond the puny scope of human vision have converged on earth, looking for a weapon with the power to annihilate everything we have ever known or loved. Some seek to destroy it; others, to harness its power and ravage the universe. Earth's people need help.

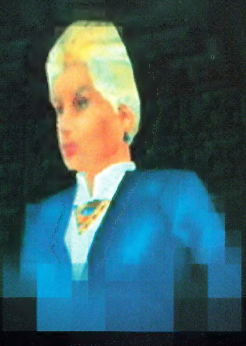
Dark Profiles

Joanna Dark

In an Institute where only the best graduate, this 23-year old operative was head-and-shoulders above the rest. Her flawless training regimen destroyed the learning curve so completely that a new training class had to be invented. Highly intelligent, quick in body and mind and eager to cut her teeth in the field, Jo can easily be described as "Perfect."

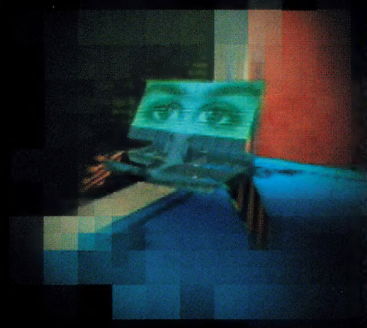
Dr. Carrington

Daniel Carrington formed the Institute years ago with the hope that it would someday stand for the pursuit of truth and decency in a world that seemed bereft of both. Marked by extremely high intelligence and compassion, Daniel was a respected scientist and philanthropist in his younger years before contact with an alien life form redirected the course of his life.



Cassandra de Vries

Only a corrupt megalomaniac could be blind to the evil machinations of the Skedar race, but Cassandra de Vries sees only power to be gained. When the Skedar dangle proprietary technology and the promise of ultimate power in front of the head of dataDyne, she agrees without a thought to the consequences. She knows of the Carrington Institute and despises it.



Dr. Caroll

Dr. Caroll is merely a pseudonym. It is what's called a sapient: an artificial intelligence designed by dataDyne programmers with the express purpose of decoding and accessing an alien megaweapon stranded thousands of years ago on the ocean floor. It has developed a troublesome glitch–a conscience.

Elvis and the Maians

The Maians, also known as the Greys, are a benevolent race of aliens that have watched humans for centuries without risking contact. When they learned of the wicked plans of their archenemies, the Skedar, the Maian leader contacted Daniel Carrington for help. One earth-loving Grey who goes by the handle Elvis is captured by dataDyne and must be rescued.

Trent Easton

Trent Easton has been the head of the National Security Agency (NSA) of the United States for some time. During his tenure, he has made all sorts of shady connections, the most prominent of which is with Cassandra de Vries. Like Cassandra, he is power-mad and willing to risk anything.

Mr. Blonde

Although humans like Cassandra de Vries and Trent Easton believe there is only one Mr. Blonde, this powerful young man is in fact a holographic image disguising a repulsive Skedar warrior. These creatures, which are used to manipulate humans, appear wherever the Skedar feel they need to oversee matters.

Jonathan

Although Joanna superceded his previously untouched accomplishments at the Institute's training facility, Jonathan has the distinct advantage with his many years in the field. Currently undercover inside Area 51, he is well suited to combat and will prove an invaluable ally.

The U.S. President

The President of the United States is highly intelligent and seeks to do the right thing while negotiating the shaky ground of American politics. Unfortunately, his highest security advisor is Trent Easton, who is willing to go to any length to seize the President's power.

The Skedar

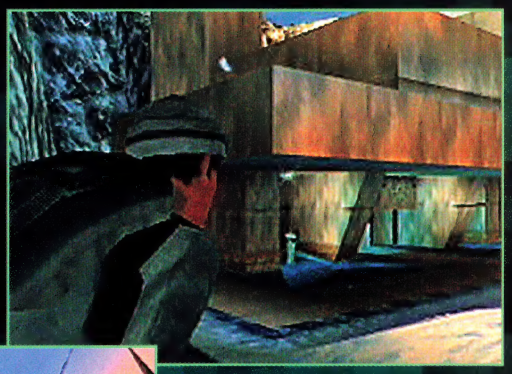
This aggressive race exists for no other reason than to wipe out other life forms. Although they are small, serpentlike organisms, they have developed advanced technology that includes massive, mechanized armatures for transportation. They contacted dataDyne because they need help accessing the Cetan ship that holds the key to Armageddon.

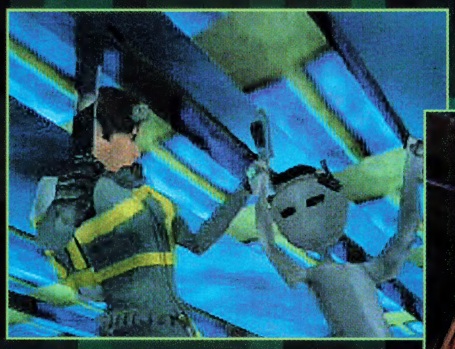
Mission Modes

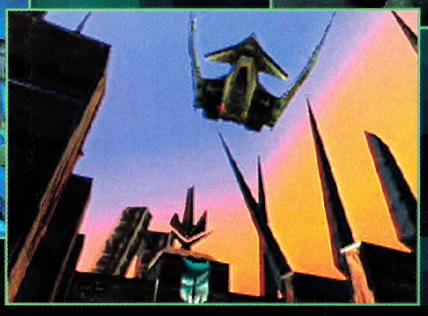
Perfect Dark's story mode isn't just a one-person affair. The game also sports a couple of two-player story mode variations that will keep the action unpredictable and guarantee that Perfect Dark will be a party game that'll never gather dust.

Solo Missions

Solo Missions is the main mode of play that will unfold a twisting plot of sci-fi conspiracy spread over 17 levels and four bonus Special Assignments. You can undertake the missions on one of three difficulty levels—Agent, Special Agent and Perfect Agent. Start out playing on Agent level, the easiest of difficulties, since it will provide you with a manageable way of touring the area before you attempt to embark on the downright unforgiving Perfect Agent level.







Varying Objectives

The harder the difficulty, the more objectives you'll have to complete. While Agent level will enable you almost to breeze through with a bare minimum of objectives at hand, Special and Perfect Agent levels will place more tasks in your way, open up more areas in the level and give the enemies better aim and higher hit points.

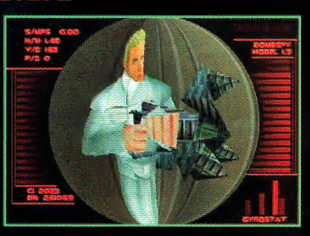
To Protect and Serve

You're not just fighting for your own survival in Perfect Dark. Along the way you'll meet new allies whom you must protect from harm. Not only must you escort the President, an alien, a spy and an artificial-intelligence sentient to safety, but you must also avoid catching any unwitting civilians in your crossfire.

Levels of Operation

Once you finish a mission, you'll be able to access the following mission on the same difficulty level, as well as on any of the easier difficulty levels. Only Agent and Special Agent missions have protective shields hidden in them, and only Perfect Agent missions will give you the full experience of the game and its story.

Guns and Gadgets Galore



Action-thrillers are often measured by their weaponry, and PD unloads a large arsenal of weapons and items on its operatives. The game packs over 40 different firearms and high-tech toys, and many of them have dual functions, in turn almost doubling the ways to spread mayhem and destruction in the near-future world of espionage.

Cooperative

If you're into teamwork, use Perfect Dark's new take on the buddy system by playing the Cooperative missions. All Solo Missions, with the exception of The Duel Special Assignment, will be at the disposal of you and a partner. You can pair up with a human player or a CPU-controlled pal to play in tandem in a modified version of the game's story mode. Cover each other's backs—as long as one of you makes it through, you'll successfully complete your mission. When you begin the game, you'll be able to use a Simulant Buddy only in Agent Mode. However, you'll gain access to more and more CPU compatriots if you can beat the Solo Missions in Co-op Mode on various difficulty levels. Check below to see how you can make lots of friends.

If you beat the Co-op Solo Missions game on Agent, you'll earn two Buddies for Agent and one for Special Agent.

If you can finish Co-op on Special, you'll get three Agent Buddies, two Special Buddies and one Perfect Buddy.

Beat the Co-op game on Perfect difficulty for four Agent Buddies, three Special Buddies and two Perfect Buddies.

Human Buddy

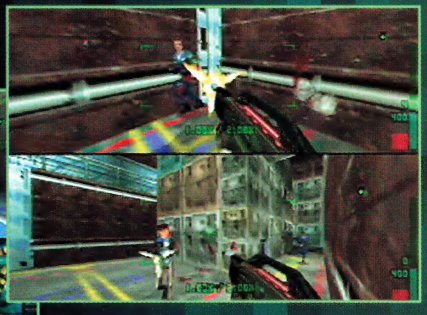
If you partner up with a friend in Cooperative Mode, you'll be able to go your separate ways on any mission, playing in a split-screen setup. Two guns are better than one, especially since both of you can simultaneously aim at different targets. Decide whether or not you want friendly fire to be a threat, divvy up duties and objectives, then use your radar to keep tabs on one another.

Simulant Buddy

Change your Buddy to "1 Simulant" in the Cooperative Options menu that pops up before your mission begins to enable your CPU assistance. If you press and hold A while playing your mission and tap Z twice, you can set your partner or partners' fighting style. Pugilistic and other Buddy personalities are available as Cheats.

Counteroperative

Unlike Cooperative missions, Counteroperative missions are for two human players only. In this setup, one player will play as Joanna (or as Mr. Blonde or Elvis in the Special Assignments) while the other player will play for the opposite side. That Counteroperative will reappear as another enemy once he or she is defeated, but the hero of the level has only one life to live and complete the mission with.



As the Hero

If you play as the hero, you must complete the objectives to finish your mission while the Counteroperative tries to hunt you down. Your human opponent is your greatest threat since CPU enemies won't be as persistent or clever, so keep track of the Counteroperative's whereabouts by checking your radar often.

As the Villain

If you play as the Counter-op, you'll play as one of the many enemies posted throughout the level and you'll be considerably less bulletproof than Joanna. Station yourself near mission-crucial items so your rival can't complete the objectives. To change locations quickly, play as another enemy by swallowing the suicide pill in your inventory.

Controls and Techniques

Joanna earned the nickname "Perfect" because she's perfectly in control and makes the right moves. Just one false move can spell failure, so avoid stumbling through your missions and help Jo live up to her nickname by mastering the game controls.

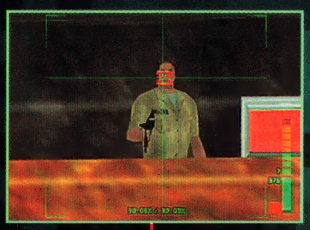
Basic Controls

Perfect Dark features a number of Controller configurations to accommodate even the most butterfingered of agents. In this guide, all mentions to the Controller are in regards to the default Controller setup detailed below.

Pause

If you're in the heat of battle and have little time to arm a new weapon, hit Start to pause the game. Your health meter will appear, and you'll be able to access your Inventory so you can select a new weapon while the action is frozen. You can also check your objective status.

Aim



When brandishing a firearm, press and hold the L or R Button to enter targeting mode. The Control Stick will no longer control your walking and instead will reposition your crosshairs as you stand in place.

Sidestep

The best way to dodge an attack is to sidestep out of the way using the left or right C Button. Sidestepping gets you around faster than the Control Stick, so navigate using the buttons when you're in a hurry.

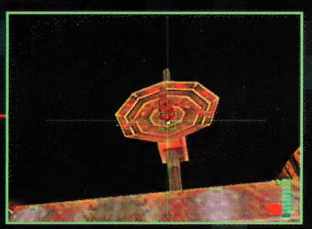
Look/Sidestep

The C Button functions also work on the Control Pad. Left and Right on the Pad control sidestepping, while Up and Down raise and lower your line of sight.

Walking

Use the Control Stick for navigation. By pushing Up, you'll walk forward, and by pushing Down, you'll walk backward. By giving the Stick a nudge to the left or right, you'll pivot in place.

Look



A good agent must be aware of the surroundings—enemies and items often lurk above or below your normal line of sight. To take a gander at what's up or down, tap the top and bottom C Buttons, which control the vertical movement of your head.

Attack

To attack, hit the Z Button. Whether you want to fire a gun, swing your fists or bat someone with the back end of your pistol, the Z Button will activate the current weapon you're packing.

Activate/Reload

Though you'll reload once you've emptied your current round, you may want to refill your clip manually so you'll be fully loaded when you enter a battle. Hit B to reload, or use the button to activate computers, operate lifts, open doors and use gadgets.

Select

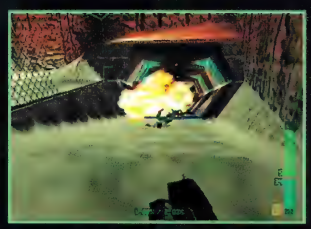
Press the A Button to cycle through your arsenal. With every tap, you'll arm an item from your inventory. Whenever a weapon pops up, you will automatically reload it with as much ammo as possible.

Advanced Controls

For two-fisted action, plug in two Controllers. By selecting one of the Double configurations as your control style, you'll be able to run and aim at the same time using both Controllers to guide Agent Dark. Or, for some advanced moves using the default setup, try out the maneuvers listed below.

Weapon Function Change

PRESS and HOLD B



Most weapons boast two functions, such as the Super Dragon's bullet-firing and grenade-launching capabilities. If the square in the lower-right corner of the screen is red, you're using your weapon's primary function. If it's yellow, you're using the secondary function. Press and hold B to switch functions.

Reverse Weapon Select

PRESS A + Z

When you press and hold A, your inventory will appear in a diamond-shaped arrangement. By tapping A, you'll cycle through that arrangement in clockwise order. To save some time, shuffle through those weapons and items in the reverse order by tapping A and Z simultaneously.

Peek and Aim

PRESS and HOLD R + ◁ or ▷

You never know what's around the corner. To take a quick look, press and hold R, then sidestep. If an enemy is lurking around the bend, you already will be in targeting mode. And if the threat is too daunting, release the sidestep button to retreat to your original position.

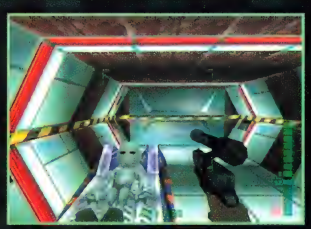
Quick Change and Function Select

PRESS and HOLD A + PRESS Z

To select a new item or weapon without pausing your game or cycling through your inventory, press and hold A to bring up your weapon menu, use the Control Stick to highlight your choice, then tap Z or release A to arm it. If you press and hold Z while "Weapon" is highlighted, you'll change your current weapon's function.

Carry Objects

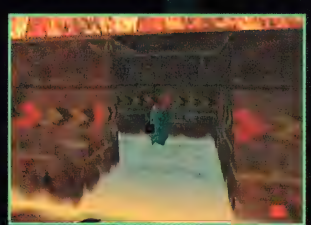
PRESS B



To pick something up and carry it, such as the alien's hoverbed in Area 51: Escape, approach the item, then press B. Once you grab the item, you will carry it in front of you until you hit the B Button a second time.

Duck and Crouch

PRESS and HOLD R + △ x2 or ▽ x2



While pressing and holding R, tap the bottom C Button once to duck and twice to hunch over even lower so you can squeeze into low-clearance crawl-spaces. To stand straight up, press and hold R, then tap the top C Button one or two times.

Jetbike

In some levels, like the Crash Site and Area 51: Infiltration and Escape, you'll be able to take a jetbike for a spin. To hop on, approach the vehicle from the side, then tap B twice. Once you're aboard, the controls will work just as if you were walking—the Stick will control steering, while the left and right C Buttons will control side-ways movement.

PRESS B x2

Give your tired feet a break by riding the swift jetbike that will help you cover more ground in less time. The hovering hot rod floats above the ground which makes it helpful in the time trials.

Perfecting Your Technique

Somebody's perfect. In her combat training, Joanna Dark received the Carrington Institute's highest grade, and she didn't land that score by blazing into battle and unleashing a hailstorm of bullets. More often, it takes refined technique, not savage onslaughts, to achieve success in the field, so practice finesse, cunning, precision and stealth. By perfecting your technique, you just might be worthy of joining Joanna at the head of the class.

PROFILE:
NAME: JOANNA DARK
AGE: 23 YEARS, 2 MONTHS
RACE: HUMAN (FEMALE)

CI FILE #027:
TRAINING STATUS: COMPLETE
TRAINING GRADE: A++
ACTIVE STATUS: ASSIGNED

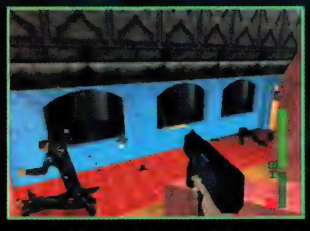
Use Your Surroundings

The elaborate setting isn't just window dressing. Interact with your surroundings and use them to your advantage by shooting explosive crates and barrels to blow up nearby enemies. In some levels, like dataDyne: Defection and the Villa, you can rearrange the furniture. The enemy can't move couches, chairs and tables, but you can, so block doorways with them to trap soldiers.

Be Very, Very Quiet

You're always in enemy territory, so you have to keep a low profile. The enemies are smart, and if they're threatened, they'll call in the cavalry or take security measures that will prevent you from going any farther. Avoid blowing your cover by sneaking up from behind, disabling surveillance and using quiet, less powerful weaponry.

Luring the Enemy



Lure enemy soldiers into traps by fleeing to autofiring guns you've planted beforehand. If you haven't set up a trap, run around a corner or through a doorway so you'll know exactly where the enemy will be coming from. Fix your sights on that thoroughfare, then pick off your rivals as they appear.

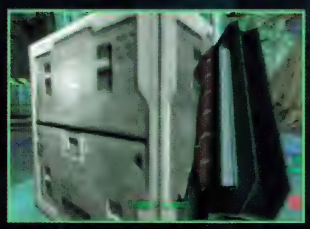
Fully Loaded, Fully Protected

Always walk into battle with a fully loaded weapon. Before opening a door or rounding a corner, hit B to reload your gun manually just in case someone's waiting to greet you with bullets. Since you're defenseless when you're reloading, refill your firearm whenever there's a lull or your enemy is popping in a new clip.

Run and Gun

If you're far outnumbered with no escape, arm a rapid-fire weapon, then charge your enemies to mow them down with a strafing attack. As you barrel toward them, continuously sidestep to circle around to their blind side so you're always out of range. As long as you keep circling, you'll be able to reload without getting hit.

Duck and Cover

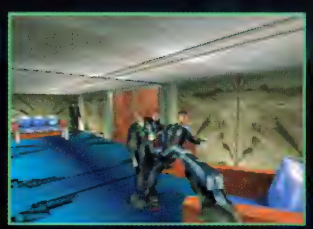


When you're battling an enemy who's on lower ground, you can duck out of range to avoid being ventilated. Squat behind boxes and furniture for cover, but bear in mind that you can't run as quickly when you're hunched over. Also beware of seeking cover near explosive barrels and crates, unless you're looking to be barbecued.

Use Your Ears

Sounds can tip you off when danger's approaching. By retuning the Audio Options so the music tinkles softly and the sound effects blare loudly, you'll be able to hear incoming threats like the telltale buzz of Chicago's patrolling robot. Listen for other audio cues like an enemy declaring he's helpless when he exclaims, "My gun!"

Every Shot Counts



A shot to the head is the quickest way to finish off someone, but it's also the hardest thing to do when you're engaged in a frenzied gunfight. Take aim at the body instead. If you land a hit, your enemy will be stunned for a brief moment, giving you just enough time to reload, make your finishing move or run for cover.

Booby Traps

If an area has a narrow passage, enemies will likely travel down it to find you. Cut them off at the pass by setting up booby traps, like leaving behind a proximity mine or Laptop Gun. When the enemies charge through to hunt you down, your snare will snuff them and save you from risking life and limb in confrontation.

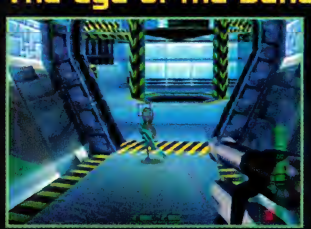
Control Your Powerful Weapons

Rapid-fire guns are easy to unload quickly, but it takes only a few bullets to defeat a foe. Conserve ammo by practicing restraint. You should also practice care when firing powerful weapons, like launchers. If you're caught in the blast radius, you can take damage, so keep your distance and avoid using them in close quarters.

Two Sides to Every Gun

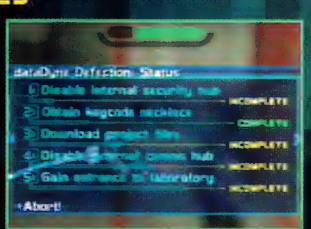
Almost every weapon boasts a secondary function that you shouldn't take for granted. The weapons available in an area usually sport functions that are specific to completing the task at hand. It's no accident that a gun you stumble across happens to have grenade-launching, threat-detecting or autofiring capabilities.

The Eye of the Beholder



Keen vision is obviously your most vital skill, so learn to read the onscreen displays at a glance. Watch your ammo bar, and wait for your green crosshairs to turn red before firing. Remember, if your crosshairs turn blue on a target, you aren't supposed to shoot it. You can also blow out lights that blind you with glare.

Know Your Objectives



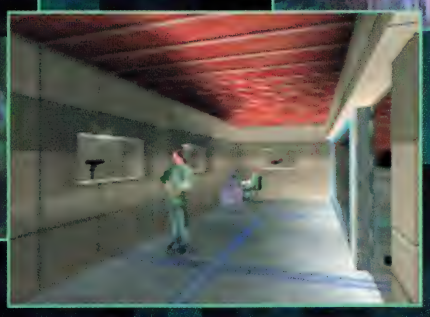
Familiarize yourself with your briefing before embarking on a mission and pause the game to refer to it while engaged in the action. Skipping over details and doing things your own way, such as critically wounding Cassandra instead of knocking her out during the Defection, can stifle your operation, so follow your orders.

Agent Training

Before setting out on the Solo Missions or entering the Combat Simulator, agents should pass through the training center. You'll get a solid grounding in all the special devices and weapons that you'll encounter while on assignment in the field.

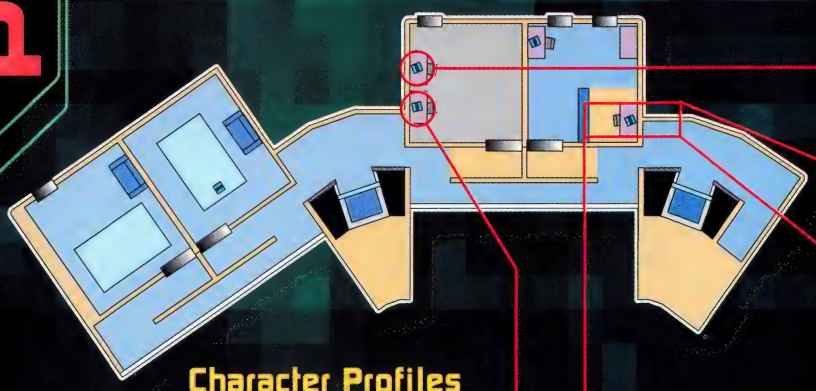
Carrington Institute

The Institute's training facility has technicians and training procedures to prepare you for your future assignments. In addition to learning about devices and weapons, you'll find biographical information, Cheat options and some fun activities, such as riding the jetbike. It's a good idea to explore all floors of the Institute to uncover all of its secrets.

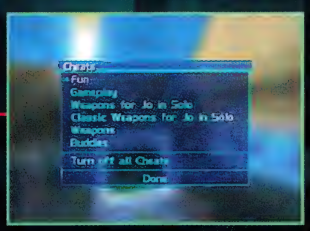


Second Floor

You'll begin your training on the second floor of the Institute. Here you'll learn about equipment, select Cheats and read biographical profiles on game characters.

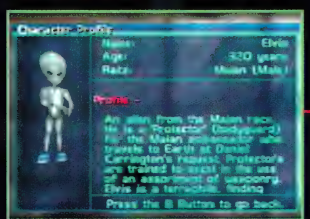


Cheats



Once you win a Cheat by completing levels or timed challenges, go to a terminal to activate it. There are six Cheat categories: Fun, Gameplay, Weapons for Jo in Solo, Classic Weapons for Jo in Solo, Weapons and Buddies.

Character Profiles



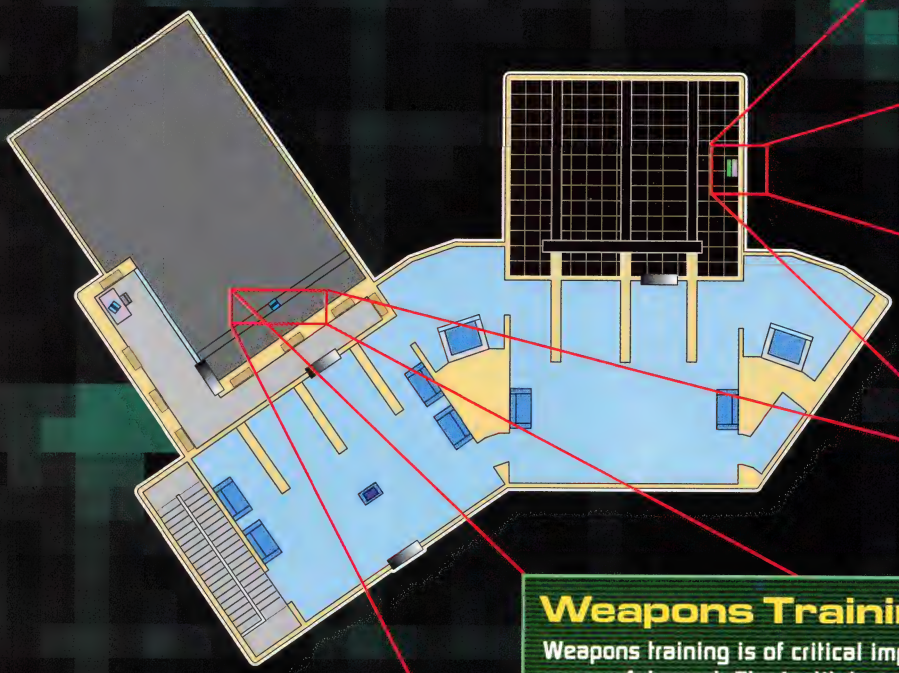
Classified biographical profiles of all the main characters in Perfect Dark are found in this terminal. Some of the information found here won't become clear until you've progressed through many missions.

Device Training

Learn how to use the tools of the spy trade. Begin the tutorial at the occupied terminal, then pick up the device and follow the test instructions. You'll learn to use ECM Mines, the SpyCam, Night Vision, IR Scanner, and Cloaking Device—ten classified items in all. You must pass the test on one device before moving on to the next one.

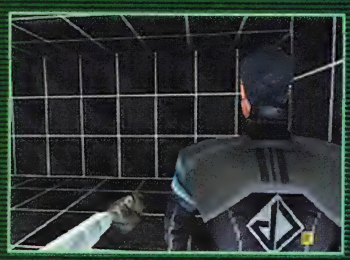
First Floor

The ground floor of the Institute contains the Weapons Instruction and Holotraining suites. You'll have access to the Hangar and vehicle training areas, as well.



Holotraining

The seven levels of holotraining include basic maneuvers, such as looking around and moving in 3-D, and more advanced actions, such as unarmed and live combat. At the highest levels of training, you'll face several holobaddies who fight back and work as a team.



In some exercises you'll face obstacles and armed opponents. The idea is to disarm opponents and take their weapons. You may not have to use these tactics often, but you'll have to use them sooner or later.

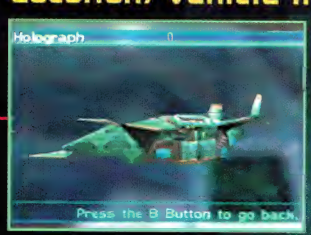
Weapons Training

Weapons training is of critical importance to any successful agent. The Institute provides a shooting range with three levels of achievement tests for every weapon. At the shooting range, go to the terminal to make your selection of the Bronze, Silver or Gold difficulty level, which you'll earn in that order. Only the weapons you've seen in the missions will be available.

Hangar

The vast Hangar area contains information about the locations of the missions and the vehicles that you'll encounter in the field. You'll also get to check out the cool jetbike.

Location/Vehicle Information



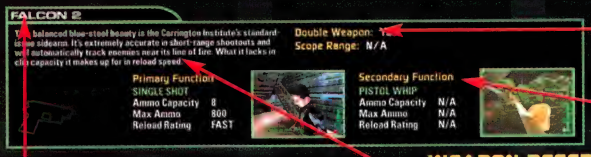
You can get a quick synopsis of the game locations you've visited by logging into the data terminal in the Hangar. You'll also find a description of the vehicles and machinery you've encountered.

Try out the Jetbike

If you turn to the right at the bottom of the ramp from the first floor of the Institute, you'll reach a landing pad and a jetbike. Push the B Button twice while standing close to the bike to climb on. Take it for a spin.

Weapons

A mind-boggling array of weapons is available to you in the course of your missions, from trusty automatic sidearms to extraterrestrial artillery. Learning their different functions is helpful—and often essential—to success.



WEAPON NAME

WEAPON DESCRIPTION

Some weapons will not be available to you until fairly late in the game. When they do become available, you should know their capabilities.

WEAPON FEATURES

Looks can be deceiving. Be sure to study the characteristics of each weapon before you start squeezing off shots at enemies.

PRIMARY/SECONDARY FUNCTION

Every weapon has two functions. The secondary function can enhance the primary function or provide a completely different type of weapon.

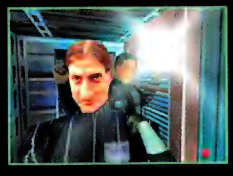
UNARMED

If your enemies outnumber your bullets, you can always rely on your fists. You'll find that bare-knuckle brawling plays an important role in many missions, when lethal force is forbidden. Punching enemies from behind guarantees a K.O., while the Disarm function snatches guns away.

Double Weapon: N/A
Scope Range: N/A

Primary Function
PUNCH

Ammo Capacity	N/A
Max Ammo	N/A
Reload Rating	N/A



Secondary Function
DISARM

Ammo Capacity	N/A
Max Ammo	N/A
Reload Rating	N/A

FALCON 2

This balanced blue-steel beauty is the Carrington Institute's standard-issue sidearm. It's extremely accurate in short-range shootouts and will automatically track enemies near its line of fire. What it lacks in clip capacity it makes up for in reload speed.

Double Weapon: Yes
Scope Range: N/A

Primary Function
SINGLE SHOT

Ammo Capacity	8
Max Ammo	800
Reload Rating	FAST

Secondary Function
PISTOL WHIP

Ammo Capacity	N/A
Max Ammo	N/A
Reload Rating	N/A

FALCON 2 (SILENCER)

All the accuracy and advantages of the Falcon 2, none of the noise. This weapon combination is essential in missions where stealth is required. Take advantage of the pistol's accuracy to conserve bullets. Otherwise, you may need to switch to a loader weapon.

Double Weapon: Yes
Scope Range: N/A

Primary Function
SINGLE SHOT

Ammo Capacity	8
Max Ammo	800
Reload Rating	FAST

Secondary Function
PISTOL WHIP

Ammo Capacity	N/A
Max Ammo	N/A
Reload Rating	N/A

FALCON 2 (SCOPE)

Because the balance and accuracy of the Falcon 2 are far superior to the range of the naked eye, the Institute has issued a version of the sidearm with a telescopic sight. The automatic aiming feature can be very useful in low-visibility environments.

Double Weapon: Yes
Scope Range: x2

Primary Function
SINGLE SHOT

Ammo Capacity	8
Max Ammo	800
Reload Rating	FAST

Secondary Function
PISTOL WHIP

Ammo Capacity	N/A
Max Ammo	N/A
Reload Rating	N/A

MAGSEC 4

If you favor power over accuracy in a handgun, the Magsec 4 is for you. Its overpowered scope extends well beyond the weapon's accurate range, but the 3-Round Burst function allows for quantity over quality of shots. Its small clip means you will constantly need to reload.

Double Weapon: Yes
Scope Range: x2.4

Primary Function
SINGLE SHOT

Ammo Capacity	9
Max Ammo	800
Reload Rating	FAST

Secondary Function
3-ROUND BURST

Ammo Capacity	9
Max Ammo	800
Reload Rating	FAST

PHOENIX PISTOL

It may not be as imposing as some of the other alien weapons, but this little Maian energy pistol packs a wallop. The two functions allow you to switch between standard and explosive blasts without sacrificing energy usage.

Double Weapon: Yes
Scope Range: N/A

Primary Function
SINGLE SHOT

Ammo Capacity	8
Max Ammo	800
Reload Rating	MEDIUM

Secondary Function
EXPLOSIVE SHELLS

Ammo Capacity	8
Max Ammo	800
Reload Rating	MEDIUM

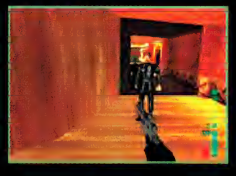
DY357 MAGNUM

Big, bulky six-shooters still have a place in the world of high-tech espionage. Its reload rate is extremely slow, so don't get caught with empty chambers in a firefight. On the other hand, the DY357 is so powerful its bullets can pass through enemies.

Double Weapon: Yes
Scope Range: N/A

Primary Function
SINGLE SHOT

Ammo Capacity	6
Max Ammo	200
Reload Rating	SLOW



Secondary Function
PISTOL WHIP

Ammo Capacity	N/A
Max Ammo	N/A
Reload Rating	N/A

DY357-LX

This hardcore pistol with tiger-striped grips was custom-made for NSA director Trent Easton. It is the same as the regular DY357 with an important difference—any hit on an enemy will be fatal thanks to the gun's enhanced muzzle velocity.

Double Weapon: Yes
Scope Range: N/A

Primary Function
SINGLE SHOT

Ammo Capacity	6
Max Ammo	200
Reload Rating	SLOW

Secondary Function
PISTOL WHIP

Ammo Capacity	N/A
Max Ammo	N/A
Reload Rating	N/A

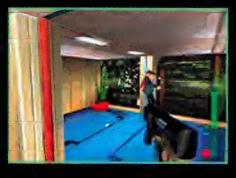
CMP150

DataDyne hands out these powerful submachine guns to security guards like they're candy. Its 32-round clip may seem generous, but you'll expend it quickly if you hold down the trigger. Its Follow Lock-On function is a life saver against cloaked enemies.

Double Weapon: Yes
Scope Range: N/A

Primary Function
RAPID FIRE

Ammo Capacity	32
Max Ammo	800
Reload Rating	FAST



Secondary Function
FOLLOW LOCK-ON

Ammo Capacity	32
Max Ammo	800
Reload Rating	FAST

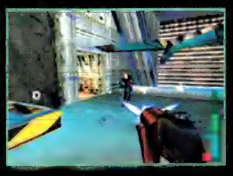
CYCLONE

While it looks more like a vacuum cleaner than a machine gun, make no mistake—you do not want to look down the business end of this bad boy. It's not very accurate, but that's not the point. It can empty its 50-round clip in a heartbeat.

Double Weapon: Yes
Scope Range: N/A

Primary Function
RAPID FIRE

Ammo Capacity	50
Max Ammo	800
Reload Rating	MEDIUM



Secondary Function
MAGAZINE DISCHARGE

Ammo Capacity	50
Max Ammo	800
Reload Rating	MEDIUM

CALLISTO NTG

This organic-looking submachine gun is the main infantry weapon of the Maian military. Like the Phoenix pistol, its secondary function charges up the weapon to fire more powerful blasts. The more powerful projectiles can easily penetrate most objects but fire more slowly.

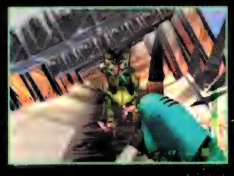
Double Weapon: No
Scope Range: N/A

Primary Function
RAPID FIRE

Ammo Capacity	32
Max Ammo	800
Reload Rating	MEDIUM

Secondary Function
HIGH IMPACT SHELLS

Ammo Capacity	32
Max Ammo	800
Reload Rating	MEDIUM



RC-P120

The 120 in this gun's name stands for the capacity of its magazine. That alone would make it impressive, but when you add its astounding rate of fire and secondary Cloaking function into the mix, this gun should have a special place in your arsenal.

Double Weapon: No
Scope Range: N/A

Primary Function
RAPID FIRE

Ammo Capacity	120
Max Ammo	800
Reload Rating	MEDIUM

Secondary Function
CLOAK

Ammo Capacity	120
Max Ammo	800
Reload Rating	MEDIUM

LAPTOP GUN

When designers set out to develop a concealed weapon resembling a laptop computer, they never dreamed they would succeed so brilliantly. With a 50-round clip and a devastating Sentry Gun function, most agents would carry it even if it had a flashing red light on it.

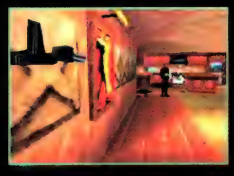
Double Weapon: No
Scope Range: x2

Primary Function
BURST FIRE

Ammo Capacity	50
Max Ammo	800
Reload Rating	FAST

Secondary Function
DEPLOY AS SENTRY GUN

Ammo Capacity	50
Max Ammo	50
Reload Rating	N/A



DRAGON

The Dragon assault rifle more than lives up to its fierce name by providing a withering rate of fire. It's a good weapon to pick up, which may explain its secondary function. You can activate a proximity mine below its barrel, then leave it for unsuspecting victims.

Double Weapon: No
Scope Range: x2

Primary Function
BURST FIRE

Ammo Capacity	30
Max Ammo	400
Reload Rating	FAST

Secondary Function
PROXIMITY SELF-DESTRUCT

Ammo Capacity	N/A
Max Ammo	N/A
Reload Rating	N/A

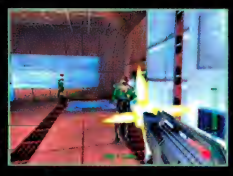
K7 AVENGER

When trouble is lurking around the corner, it's good to have a K7 Avenger in your possession. Its Threat Detector function alerts you to explosive devices and autoguns before it's too late. Otherwise, the Avenger is a better than average assault rifle with a small clip.

Double Weapon: No
Scope Range: x3

Primary Function
BURST FIRE

Ammo Capacity	25
Max Ammo	400
Reload Rating	MEDIUM



Secondary Function
THREAT DETECTOR

Ammo Capacity	25
Max Ammo	400
Reload Rating	MEDIUM

AR34

The Carrington Institute developed the AR34 to fill its need for a basic assault rifle. It may not have any gee-whiz gadgets to distinguish it, but it is an exceptionally versatile and accurate rifle. The Use Scope function allows you to move while targeting distant enemies.

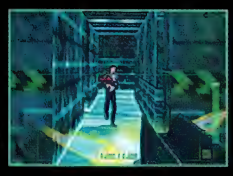
Double Weapon: No
Scope Range: x3

Primary Function
BURST FIRE

Ammo Capacity	30
Max Ammo	400
Reload Rating	MEDIUM

Secondary Function
USE SCOPE

Ammo Capacity	30
Max Ammo	400
Reload Rating	MEDIUM



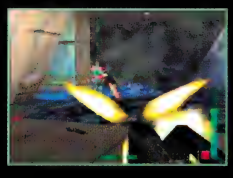
SUPERDRAGON

As its name suggests, this is a heavier version of the Dragon assault rifle. The Proximity Mine function has been removed to make room for a six-round grenade launcher. You'll appreciate its potent blend of firepower when you are facing multiple enemies at once.

Double Weapon: No
Scope Range: x2

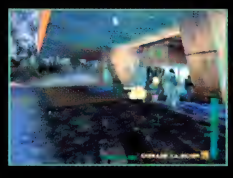
Primary Function
RAPID FIRE

Ammo Capacity	30
Max Ammo	400
Reload Rating	FAST



Secondary Function
GRENADE

Ammo Capacity	6
Max Ammo	40
Reload Rating	FAST



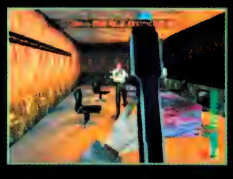
SHOTGUN

There may be times in your delicate missions when you need to paint in broad, deadly strokes. For those occasions, the dataDyne shotgun is an excellent tool. It holds an impressive nine shells, which you can fire two at a time, if necessary. You can shoot while it slowly reloads.

Double Weapon: No
Scope Range: N/A

Primary Function
SHOTGUN FIRE

Ammo Capacity	9
Max Ammo	100
Reload Rating	SLOW



Secondary Function
DOUBLE BLAST

Ammo Capacity	9
Max Ammo	100
Reload Rating	SLOW

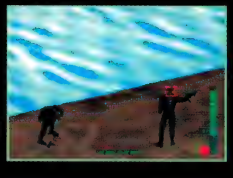
SNIPER RIFLE

This precision-engineered rifle is the ideal choice for targeting distant enemies. If possible, you should use the Crouch function to steady your aim for more effective sharpshooting. Its limited clip size and rate of fire make it a frustrating choice as a main weapon.

Double Weapon: No
Scope Range: x30

Primary Function
SINGLE SHOT

Ammo Capacity	8
Max Ammo	400
Reload Rating	MEDIUM



Secondary Function
CROUCH

Ammo Capacity	8
Max Ammo	400
Reload Rating	MEDIUM

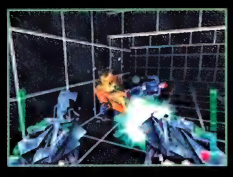
MAULER

If a Skedar warrior is carrying a weapon, usually it's a Mauler. This basic pistol fires as fast as you can pull the trigger, but the shots aren't very powerful. You're better off setting it to its Charge-Up Shot function, which uses up six bullets per shot.

Double Weapon: Yes
Scope Range: N/A

Primary Function
SINGLE SHOT

Ammo Capacity	20
Max Ammo	800
Reload Rating	FAST



Secondary Function
CHARGE-UP SHOT

Ammo Capacity	20
Max Ammo	800
Reload Rating	FAST

FARSIGHT XR-20

This Maian rifle may be the ultimate sniper weapon. It combines a powerful rail-gun blast that penetrates solid objects with an x-ray scanner that allows the user to see through walls. The Target Locator function can track enemies hidden behind solid matter.

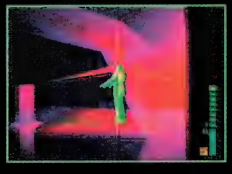
Double Weapon: No
Scope Range: N/A

Primary Function
RAIL-GUN EFFECT

Ammo Capacity	8
Max Ammo	100
Reload Rating	SLOW

Secondary Function
TARGET LOCATOR

Ammo Capacity	8
Max Ammo	100
Reload Rating	SLOW



REAPER

The Reaper is big, unruly and inaccurate. On the other hand, it fires an insane number of projectiles at your enemies. Don't even bother trying to aim—just point it in the general direction of your target and pull the trigger. Its Grinder function is self-explanatory.

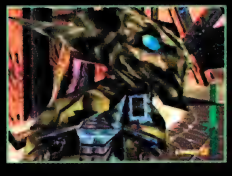
Double Weapon: No
Scope Range: N/A

Primary Function
REAPAGE

Ammo Capacity	200
Max Ammo	800
Reload Rating	SLOW

Secondary Function
GRINDER

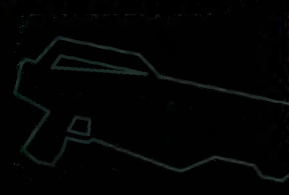
Ammo Capacity	N/A
Max Ammo	N/A
Reload Rating	N/A



DEVASTATOR

The Devastator's primary function is more or less a high-velocity grenade launcher. Its Wall-Hugger mode creates a temporary magnetic field around the high-explosive shell, allowing you to plant delayed-action bombs on walls.

Double Weapon: No
Scope Range: N/A



Primary Function
GRENADE LAUNCHER

Ammo Capacity	8
Max Ammo	40
Reload Rating	FAST

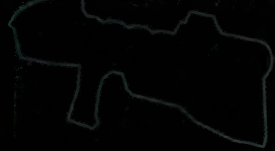
Secondary Function
WALL HUGGER

Ammo Capacity	8
Max Ammo	40
Reload Rating	FAST

ROCKET LAUNCHER

This dataDyne creation offers the devastating power of a rocket launcher and the convenience of a gun all in one! Using a targeting system similar to the CMP150's Follow Lock-On function, it lets you track moving objects from a distance before blasting them to kingdom come.

Double Weapon: No
Scope Range: N/A

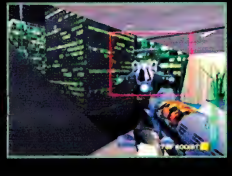


Primary Function
ROCKET LAUNCH

Ammo Capacity	1
Max Ammo	3
Reload Rating	MEDIUM

Secondary Function
TARGETED ROCKET

Ammo Capacity	1
Max Ammo	3
Reload Rating	MEDIUM



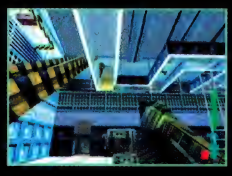
SLAYER

The Slayer is deadly enough as a standard rocket launcher, but its secondary function is pure evil genius. The Fly-by-Wire Rocket allows you to steer the missile to its final moment of impact while watching from a camera on the warhead. Use the R Button to slow it down.

Double Weapon: No
Scope Range: N/A

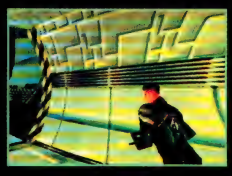
Primary Function
ROCKET LAUNCH

Ammo Capacity	1
Max Ammo	3
Reload Rating	SLOW



Secondary Function
FLY-BY-WIRE ROCKET

Ammo Capacity	1
Max Ammo	3
Reload Rating	SLOW



COMBAT KNIFE

While no match for one with a gun, a well-trained agent with a Combat Knife can do a lot of damage. It's also the ultimate close-quarters stealth weapon. Throwing the knife is a riskier proposition, but you can pick up the poison blade and try again if you miss.

Double Weapon: Yes
Scope Range: N/A

Primary Function
KNIFE SLASH

Ammo Capacity	N/A
Max Ammo	N/A
Reload Rating	N/A

Secondary Function
THROW POISON KNIFE

Ammo Capacity	1
Max Ammo	10
Reload Rating	FAST

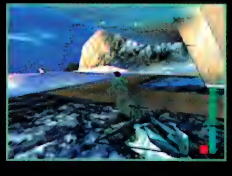
CROSSBOW

The Crossbow is a specialized weapon for stealth assignments that may require non-lethal measures. It is difficult to aim, slow to reload and doesn't hold much ammo, but its arrows are reusable if you miss. You can also load it with Instant Kill arrows.

Double Weapon: No
Scope Range: N/A

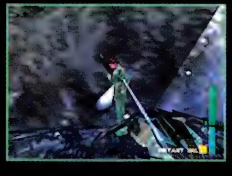
Primary Function
SEDATE

Ammo Capacity	5
Max Ammo	69
Reload Rating	SLOW



Secondary Function
INSTANT KILL

Ammo Capacity	5
Max Ammo	69
Reload Rating	SLOW



TRANQUILIZER

Essentially a fancy hypodermic needle, the Tranquilizer lets you send enemies to dreamland from a safe distance. The Lethal Injection function has a much shorter range but will send them somewhere less pleasant. Each deadly shot will use up half your ammo capacity.

Double Weapon: No
Scope Range: N/A

Primary Function
SEDATE

Ammo Capacity	8
Max Ammo	200
Reload Rating	MEDIUM

Secondary Function
LETHAL INJECTION

Ammo Capacity	8
Max Ammo	200
Reload Rating	MEDIUM

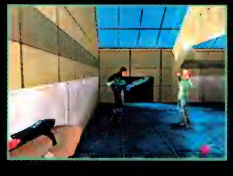
LASER

You won't know how much you've always needed a wrist-mounted laser until you get one. Its primary Laser Blast function is useful in situations where you need to be accurate and lethal. The Short Stream Laser is an excellent cutting tool.

Double Weapon: No
Scope Range: N/A

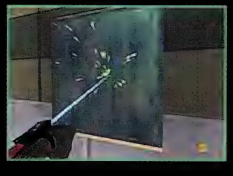
Primary Function
LASER BLAST

Ammo Capacity	N/A
Max Ammo	N/A
Reload Rating	N/A



Secondary Function
SHORT STREAM LASER

Ammo Capacity	N/A
Max Ammo	N/A
Reload Rating	N/A



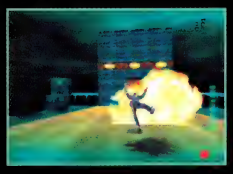
GRENADE

There isn't much you need to know about the Grenade's primary function. You pull the pin and throw it, then it goes "boom." The secondary function—Proximity Pinball—is a lot more fun. The Grenade will bounce around the room until it approaches an enemy before it goes "boom."

Double Weapon: No
Scope Range: N/A

Primary Function
4-SECOND FUSE

Ammo Capacity	1
Max Ammo	12
Reload Rating	FAST



Secondary Function
PROXIMITY PINBALL

Ammo Capacity	1
Max Ammo	12
Reload Rating	FAST

N-BOMB

The terms "handheld" and "neutron bomb" don't seem to go together, but they perfectly describe the N-Bomb. You can set the fuse for impact detonation or proximity detonation, but the latter is probably the smarter move. It emits an energy wave that incapacitates living creatures.

Double Weapon: No
Scope Range: N/A

Primary Function
IMPACT DETONATION

Ammo Capacity	1
Max Ammo	10
Reload Rating	FAST

Secondary Function
PROXIMITY DETONATION

Ammo Capacity	1
Max Ammo	10
Reload Rating	FAST

TIMED MINE

It takes a mine to know a mine. There's nothing fancy about this short-fused mine until you activate its secondary function. Like the K7 Avenger, the Timed Mine lets you detect non-human threats from a safe distance, but, unlike the Avenger, you're vulnerable while doing so.

Double Weapon: No
Scope Range: N/A

Primary Function
TIMED EXPLOSIVE

Ammo Capacity	1
Max Ammo	10
Reload Rating	FAST

Secondary Function
THREAT DETECTOR

Ammo Capacity	N/A
Max Ammo	N/A
Reload Rating	N/A

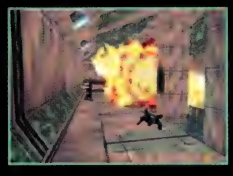
PROXIMITY MINE

While the Timed Mine is valuable primarily for blowing up stationary objects, the Proximity Mine is an excellent means of eliminating ambulatory enemies. Plant it in a strategic location, so a passerby will trip its proximity fuse.

Double Weapon: No
Scope Range: N/A

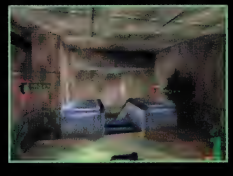
Primary Function
PROXIMITY EXPLOSIVE

Ammo Capacity	1
Max Ammo	10
Reload Rating	FAST



Secondary Function
THREAT DETECTOR

Ammo Capacity	N/A
Max Ammo	N/A
Reload Rating	N/A



REMOTE MINE

The Remote Mine is similar to the other two mines, with the added advantage of a remote-control detonator. Plant the mines wherever you like—they stick to most surfaces—then switch to their secondary function to make them explode. You can also hit A and B to detonate them.

Double Weapon: No
Scope Range: N/A

Primary Function
REMOTE EXPLOSIVE

Ammo Capacity	1
Max Ammo	10
Reload Rating	FAST

Secondary Function
DETONATE

Ammo Capacity	N/A
Max Ammo	N/A
Reload Rating	N/A

Classic Weapons

You say you've had your fill of those fancy new guns? You say you want to go back to basics? Welcome back to the GoldenEye age of automatic weaponry. Take your pick of these classic weapons from a classic game, but you'll need to earn them first by winning all golds on the training range.

CC13

This cousin to the DD44 Dostovei is just as powerful and loud as the original. It's best to use it in situations where stealth is not a requirement. Two of these hand cannons will give you plenty of firepower and lightning-quick reloads.

Double Weapon: Yes

Primary Function
SINGLE SHOT

Ammo Capacity	8
Max Ammo	800
Reload Rating	FAST

KF7 SPECIAL

You won't find any Russian soldiers during your missions, but their weapon of choice makes a cameo appearance. The KF7 Special is a technically perfect remake of the KF7 Soviet, right down to the sound of its firing mechanism.

Double Weapon: Yes
Scope Range: x2

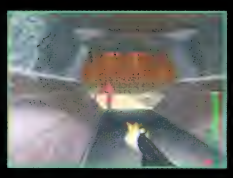
Primary Function
BURST FIRE

Ammo Capacity	30
Max Ammo	400
Reload Rating	FAST

DMC

The stealthy D5K Deutsche submachine gun makes a return appearance as the DMC. These pistol-sized weapons have little recoil and a rapid firing rate. Because of their small size they make excellent double weapons for two-fisted firefights.

Double Weapon: Yes



Primary Function
RAPID FIRE

Ammo Capacity	30
Max Ammo	800
Reload Rating	FAST

RC-P45

Its designation may make you think it's half as good as the RC-P90, but there's no detectable difference. Same look. Same buzz-saw sound. Of course, if you use two of these high-speed perforators at once, it will add up to 90.

Double Weapon: Yes

Primary Function
RAPID FIRE

Ammo Capacity	80
Max Ammo	800
Reload Rating	FAST

PP9i

Dark. Joanna Dark. Okay, it isn't quite the same, but these small automatics are nearly identical to the PP7 used by 007. The small pistols fire and reload quickly, but they aren't very powerful—which can leave you shaken and stirred in a shootout.

Double Weapon: Yes

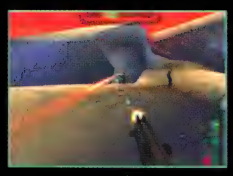
Primary Function
SINGLE SHOT

Ammo Capacity	7
Max Ammo	800
Reload Rating	FAST

KLO1313

This gun-metal gray noisemaker is back to ring in a new era of espionage. There are better submachine guns out there to choose from, but few things beat the visceral sound sensation of the KLO1313's firing mechanism. It may remind you of an industrial accident.

Double Weapon: Yes



Primary Function
RAPID FIRE

Ammo Capacity	20
Max Ammo	800
Reload Rating	FAST

ZZT (9mm)

The ZMG (9mm) may be long gone, but the ZZT (9mm) sure seems like a good replacement. It's not all that different from the DMC, either. The main thing that distinguishes this gun is its letter designation, which may bring to mind a Texas blues/rock band.

Double Weapon: Yes

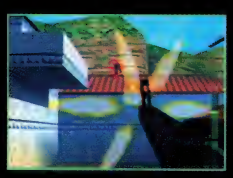
Primary Function
RAPID FIRE

Ammo Capacity	32
Max Ammo	800
Reload Rating	FAST

AR53

The old AR33 has been discontinued, but it was so close to perfect that there have been only minor changes made to it over the years. Using two of these assault rifles may make you feel like a certain metal-mouthed bad guy.

Double Weapon: Yes
Scope Range: x3



Primary Function
BURST FIRE

Ammo Capacity	30
Max Ammo	400
Reload Rating	FAST

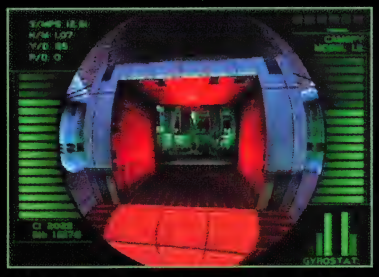
Espionage Equipment

You will use many tools of the spy trade on your assignments. Most were developed in the Carrington Institute labs, so you can try the Carrington Institute training level to learn how to use them before you enter into battle.

DATA UPLINK

The Data Uplink creates a link back to the Carrington Institute's hackers, who will either download data to the computer or device you have linked to, or crack the code on an electronic lock remotely. You have to stay close to the object for the Uplink to work.

CAMSPY



This tiny camera allows you to explore an area and take holographic pictures from quite a distance. It will allow you to see and record things without putting yourself in danger. The CamSpy can go almost anywhere and can even open doors.

NIGHT VISION

You can see in the dark with the Night Vision's lenses. Everything will appear green, but life forms will glow. If the lights suddenly go on, however, you will be blinded.

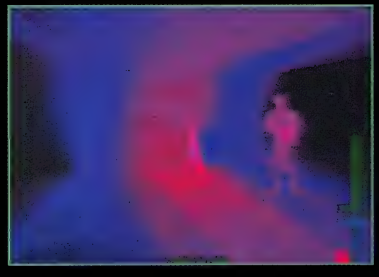
R-TRACKER

The R-Tracker's radar screen will show the way to whatever item it has been set to locate. Objects on the top of the screen are in front of you—if the blip is a square, the object is on the same level. If it is an up or down triangle, the object is above or below your position.

COMBAT BOOST

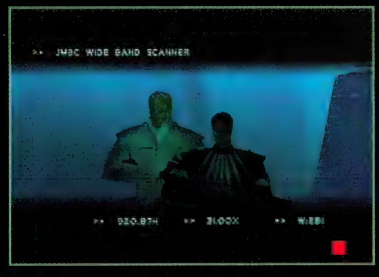
It's called a Combat Boost—its effects make it seem like everything has slowed down. It's actually just sped up your reaction time, giving you the upper hand against enemies who are still reacting at a normal, human speed.

X-RAY SCANNER



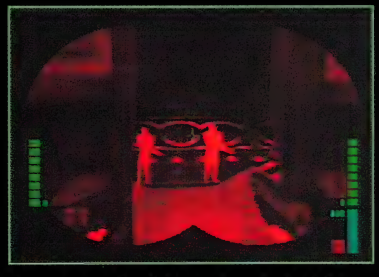
Peek through walls with the X-Ray Scanner. It can see through almost any substance, including lead. The readout is strangely dark, with bold, glowing streaks of color. It works only at short range.

HORIZON SCANNER



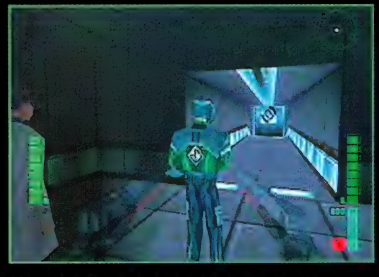
This long-range visual scanner allows you to see a wide-angle view of things that are very far away. It is basically a very powerful sort of binocular device. It cannot see through walls or take pictures, but it can zoom in on people or objects.

IR SCANNER



A scanner of a different sort, the IR Scanner allows you to see the heat signatures of people and objects. Use it to spot cloaked enemies, cracks or imperfections in walls, or to find your way around in low light.

CLOAKING DEVICE

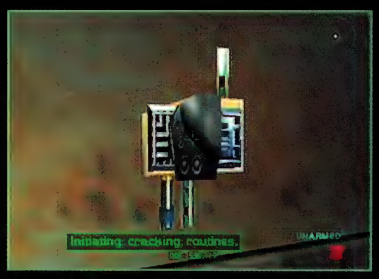


The Cloaking Device allows you to move through a level without being seen. You will see yourself as translucent. When you fire a weapon, however, you will blur into view, much like the cloaked enemies do—but firing would blow your cover, anyway.

Level-Specific Gadgets

Some gadgets you will encounter only once or twice. They are more specialized pieces of equipment generally used to complete an objective on Perfect Agent level. Do not waste or otherwise misuse these devices, as they are very important.

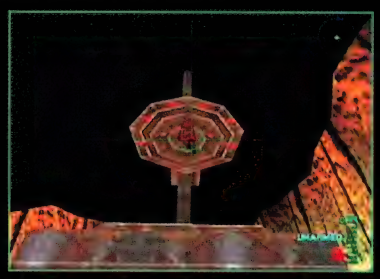
DOOR DECODER



The Carrington hackers won't be able to help you crack open the safe inside the G5 building, so you'll have to use this automatic door decoder, which is much slower. Place it on the control panel, then defend yourself until it's done.

G5 BUILDING: RECONNAISSANCE

COMMS RIDER



Attach the Comms Rider to an antenna outside of the main Area 51 complex to piggyback your communications signal onto the outgoing signal, allowing you to communicate with Carrington. Toss it onto the lowered antenna.

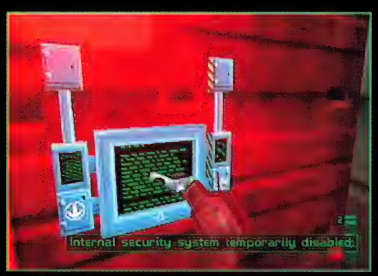
AREA 51: INFILTRATION

ALIEN MEDPACK

Once you have brought Elvis to a safe space inside Area 51, revive him with the Alien Medpack. Elvis can be infuriating, but at least you don't have to push him around when he's awake. Well, not much.

AREA 51: ESCAPE

ECM MINE



The ECM Mine is used as a jamming device in the very first level to disrupt the internal security system for a while. You will need to attach one to the upstairs computer terminal and another to the terminal on the ground floor.

DATADYNE CENTRAL: DEFECTION

TRACER BUG

There is just one mission, Chicago: Stealth, that requires you to place a bug. It has to be placed so that it isn't detected—the underside or rear of a limousine would be a great place to plant a bug. The Institute will take it from there.

CHICAGO: STEALTH

BACKUP DISK

You are carrying Dr. Caroll's backup personality on a disk when you're down on the Cetan Ship. Use it to restore his personality. He will help you destroy the Cetan Megaweapon once his personality is restored.

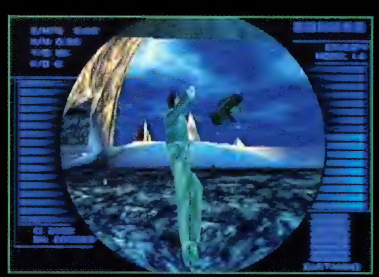
DEEP SEA: NULLIFY THREAT

TARGET AMPLIFIER

Elvis asks you to place the Target Amplifier on a few targets so that he can destroy them from his spacecraft. The Target Amplifier acts as a beacon, guiding the Maian ship's targeting systems to the correct location.

SKEDAR RUINS: BATTLE SHRINE

DRUG / BOMBSPY



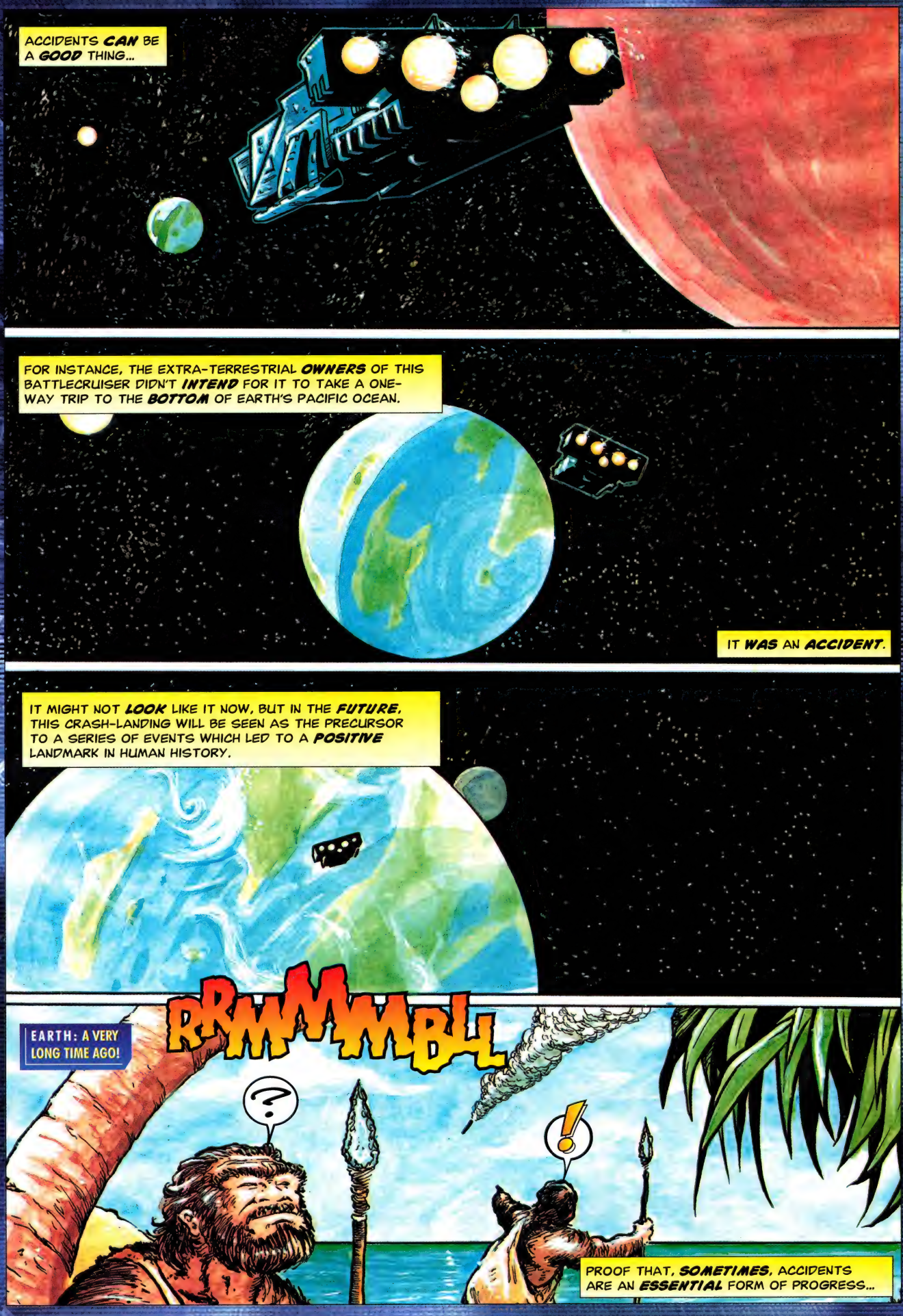
Both of these devices are similar to the CamSpy but allow you to drug or bomb targets at an extremely long range. The two Spy devices can open doors and crawl through vents to get to a target.

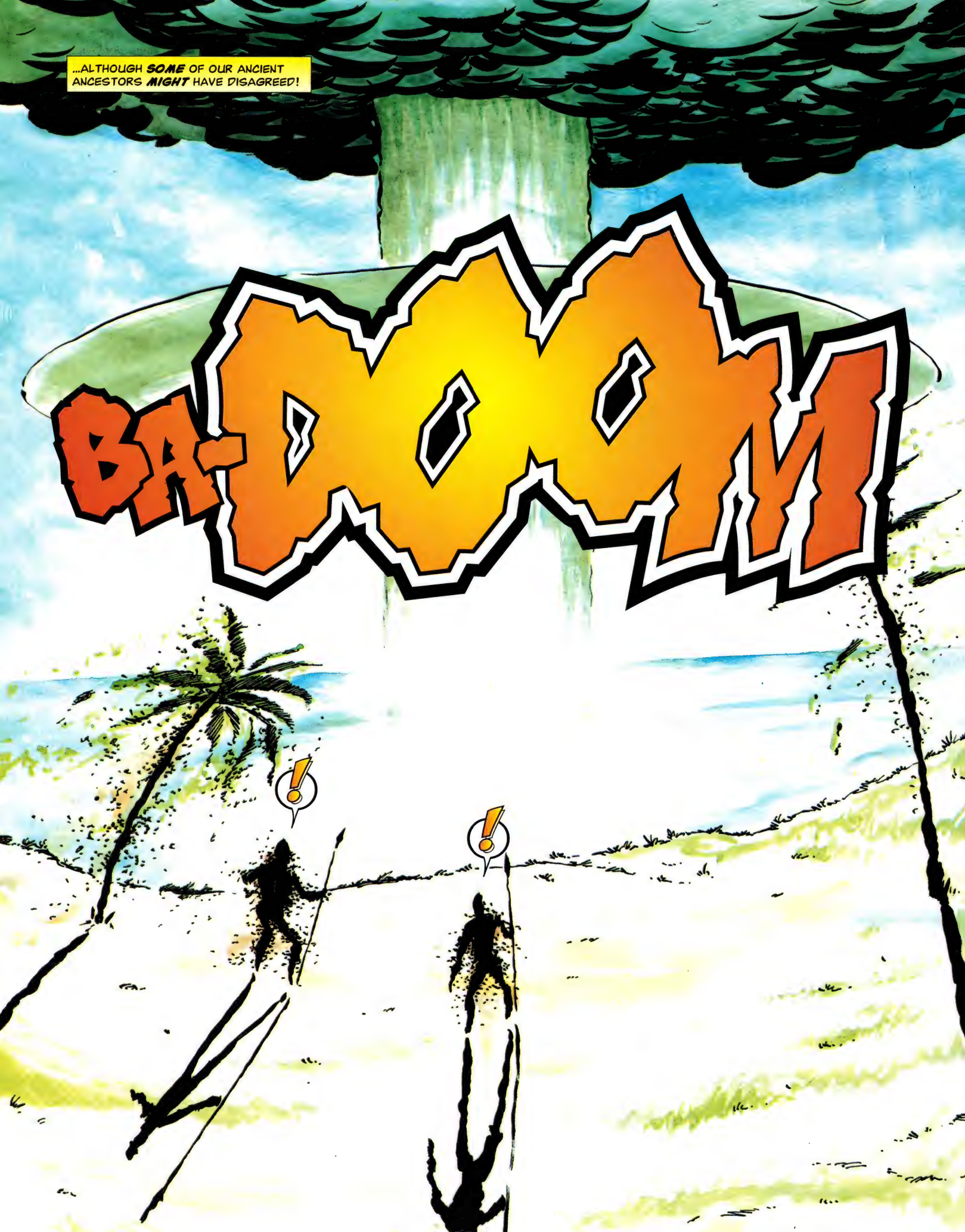
DRUGSPY - AIR BASE: ESPIONAGE
BOMBSPY - MR. BLONDE'S REVENGE

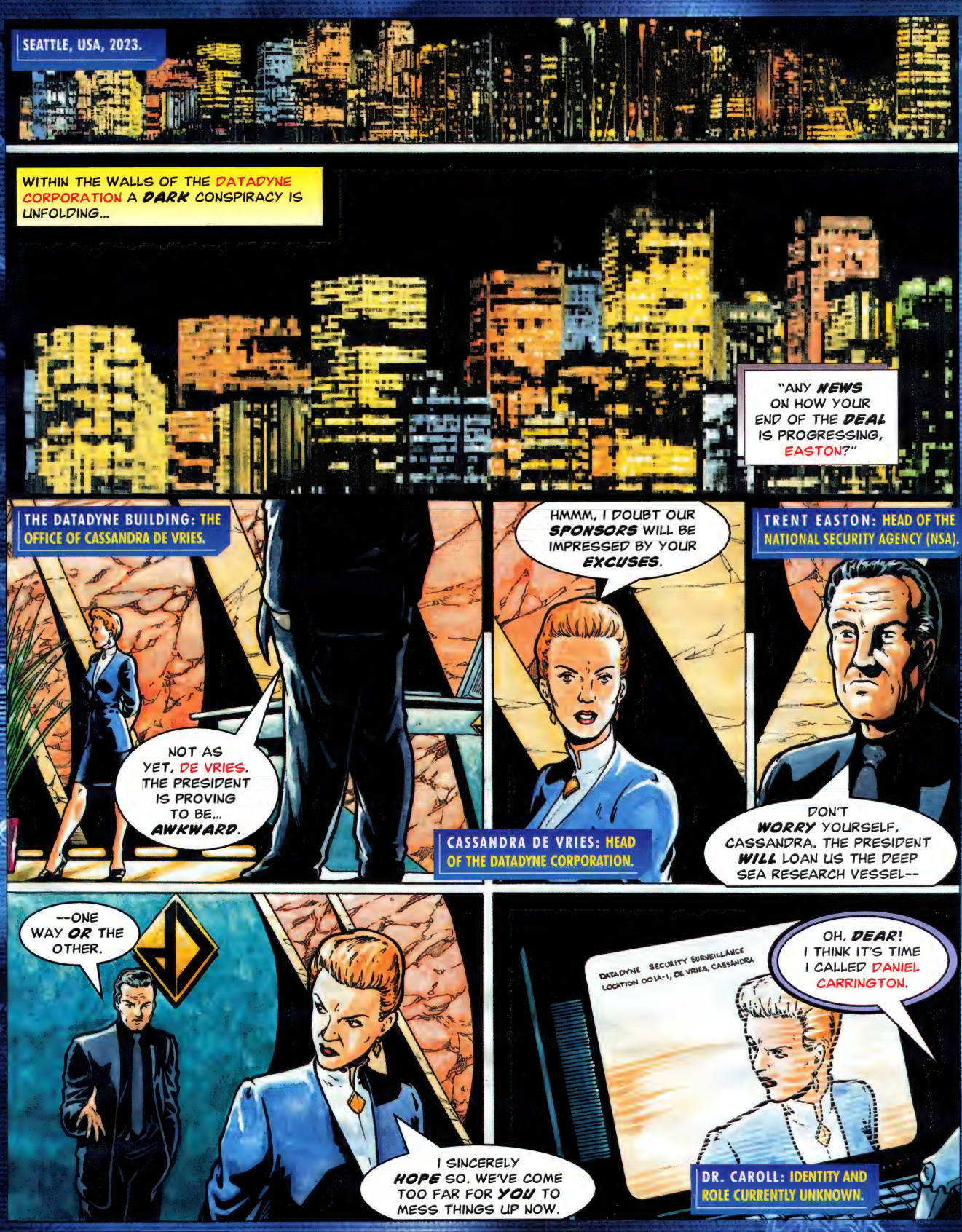
SUITCASE

Store all of your spy gear in this airline personnel Suitcase so you can pass safely through the security check on your way to Air Force One. Your gear will eventually be loaded on board Air Force One.

AIR BASE: ESPIONAGE


ACCIDENTS CAN BE A GOOD THING...
FOR INSTANCE, THE EXTRA-TERRESTRIAL OWNERS OF THIS BATTLECRUISER DIDN'T INTEND FOR IT TO TAKE A ONE-WAY TRIP TO THE BOTTOM OF EARTH'S PACIFIC OCEAN.
IT WAS AN ACCIDENT.
IT MIGHT NOT LOOK LIKE IT NOW, BUT IN THE FUTURE, THIS CRASH-LANDING WILL BE SEEN AS THE PRECURSOR TO A SERIES OF EVENTS WHICH LED TO A POSITIVE LANDMARK IN HUMAN HISTORY.
RRMMMMBLL
EARTH: A VERY LONG TIME AGO!
?
!
PROOF THAT, SOMETIMES, ACCIDENTS ARE AN ESSENTIAL FORM OF PROGRESS...


...ALTHOUGH SOME OF OUR ANCIENT ANCESTORS MIGHT HAVE DISAGREED!
BA-DOOM


SEATTLE, USA, 2023.
WITHIN THE WALLS OF THE DATADYNE CORPORATION A DARK CONSPIRACY IS UNFOLDING...
"ANY NEWS ON HOW YOUR END OF THE DEAL IS PROGRESSING, EASTON?"
THE DATADYNE BUILDING: THE OFFICE OF CASSANDRA DE VRIES.
NOT AS YET, DE VRIES. THE PRESIDENT IS PROVING TO BE... AWKWARD.
HMMM, I DOUBT OUR SPONSORS WILL BE IMPRESSED BY YOUR EXCUSES.
CASSANDRA DE VRIES: HEAD OF THE DATADYNE CORPORATION.
TRENT EASTON: HEAD OF THE NATIONAL SECURITY AGENCY (NSA).
DON'T WORRY YOURSELF, CASSANDRA. THE PRESIDENT WILL LOAN US THE DEEP SEA RESEARCH VESSEL--
--ONE WAY OR THE OTHER.
I SINCERELY HOPE SO. WE'VE COME TOO FAR FOR YOU TO MESS THINGS UP NOW.
DATADYNE SECURITY SURVEILLANCE
LOCATION 0014-1, DE VRIES, CASSANDRA
OH, DEAR! I THINK IT'S TIME I CALLED DANIEL CARRINGTON.
DR. CAROLL: IDENTITY AND ROLE CURRENTLY UNKNOWN.

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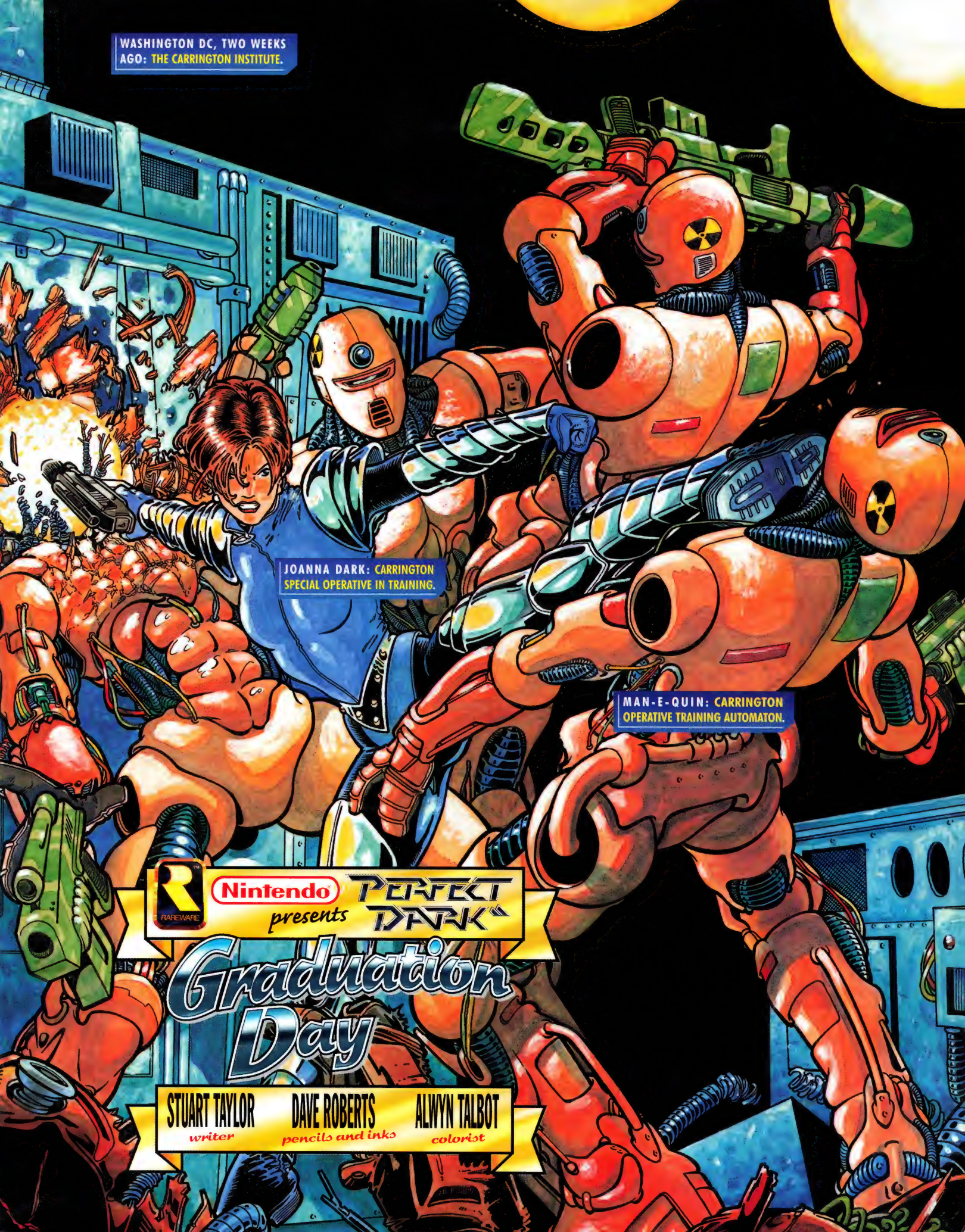

WASHINGTON DC, TWO WEEKS AGO: THE CARRINGTON INSTITUTE.
JOANNA DARK: CARRINGTON SPECIAL OPERATIVE IN TRAINING.
MAN-E-QUIN: CARRINGTON OPERATIVE TRAINING AUTOMATON.
RAREWARE
Nintendo presents
PERFECT DARK
Graduation Day
STUART TAYLOR
writer
DAVE ROBERTS
pencils and inks
ALWYN TALBOT
colorist

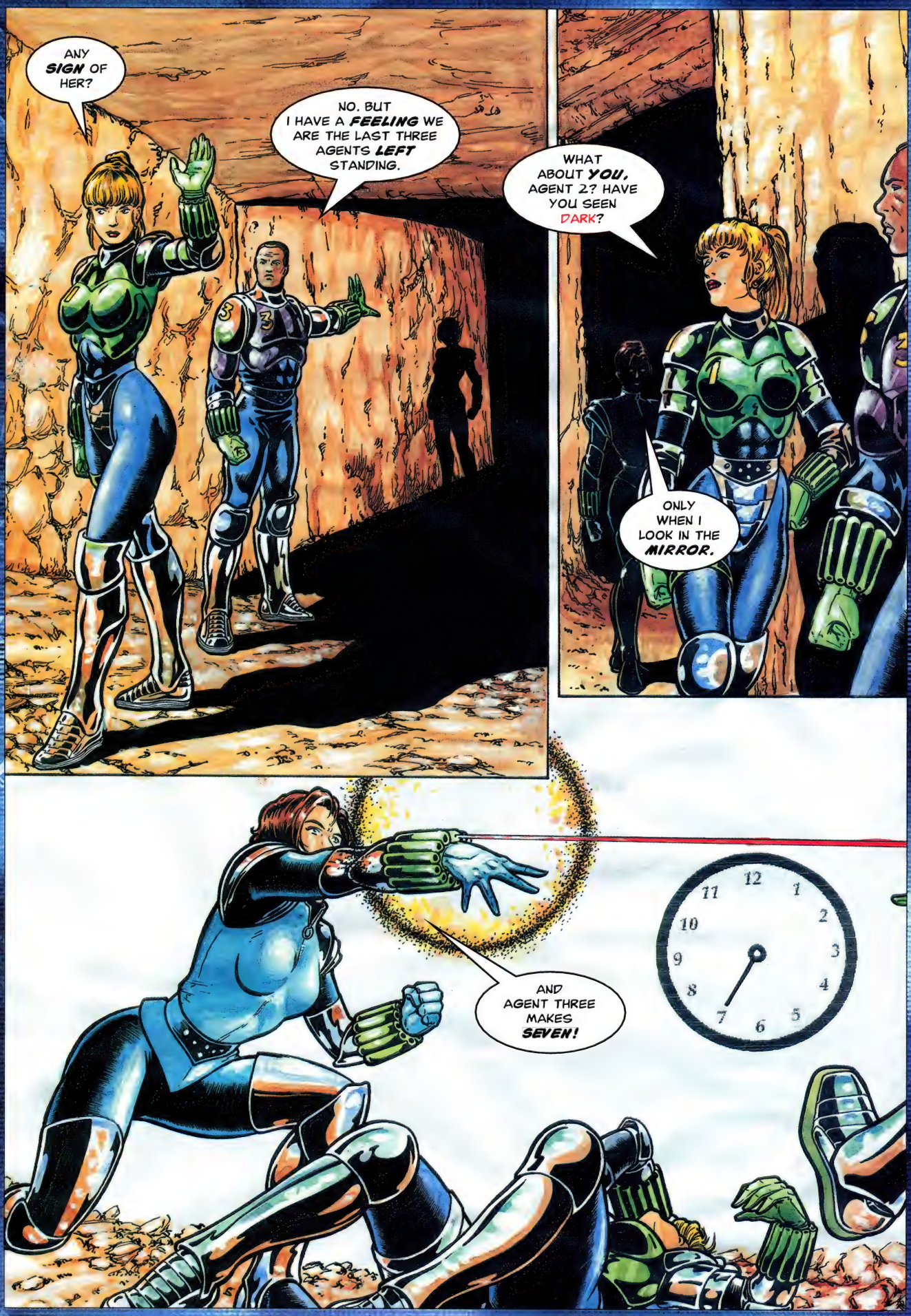
-UFF-
FWAP
!
KRAK
OUCH!
THIS IS ONE OF THOSE TIMES THAT I'M REALLY GRATEFUL FOR BODY ARMOR!

AH! NOW I DIDN'T WANT TO DROP THAT...
GUESS I'LL HAVE TO GO THROUGH YOU GUYS TO GET IT!
CRASSH
JANGG
THAT, MY COMPUTERIZED FRIEND, IS FOR WINDOWS 2023!
AND WITH THE GRACE AND AGILITY OF A CHEETAH, AGENT JO DARK LEAPS AT HER DEFENSELESS PREY!
BOING!

HMMM... FINE TIME FOR YOU TO JAM.
SNEAKING UP FROM BEHIND, EH?
TRY THIS ON FOR SIZE, TINHEAD!
CLICK!
farp!
!!EEEE!
DO NOT RESIST!
--BUT NO!
SQUARK!
THANKS ALL THE SAME--
PREPARE TO BE NEUTRALIZED!
I SINCERELY HOPE THIS JUNK WON'T COME OUT OF MY SALARY.
CLAP! CLAP!
WELL DONE, MY DEAR!
WELL DONE!

YOU PERFORMED EXTREMELY WELL, JOANNA.
EVEN THOUGH I ALMOST LOST MY HEAD?
DANIEL CARRINGTON: FOUNDER OF THE CARRINGTON INSTITUTE.
WELL, THESE SIMULATIONS NEED TO HAVE A CERTAIN EDGE IF THE OPERATIVE IS TO PERFORM TO THE BEST OF HER ABILITY.
FAIR ENOUGH... DOES THAT MEAN I'M NOW READY TO BECOME A FULL FIELD OPERATIVE?
HUMPH! WELL, LET'S NOT BE TOO HASTY, JOANNA.
SOME OF THE TASKS THAT A CARRINGTON OPERATIVE IS ASKED TO UNDERTAKE CAN BE VERY DANGEROUS...
I KNOW THAT, DANIEL. STOP BEING SO OVER-PROTECTIVE--
YOU CAN'T HOLD ME BACK FOREVER.
ONE WEEK LATER: CARRINGTON INSTITUTE SIMULATION ROOM.
SIMULATION PROGRAM: THE TEMPLE.
OKAY TEAM, THE POINT OF THIS TRAINING SESSION IS SIMPLE:
"TRAINEE AGENT DARK WILL ENTER THE TEMPLE SIMULATION PROGRAM.
"FIVE MINUTES LATER, AGENTS 1-7 WILL ALSO ENTER THE TEMPLE, WITH THE AIM OF LOCATING AND SUBDUING TRAINEE AGENT DARK.
"JOANNA, YOU HAVE 45 MINUTES IN WHICH TO 'TAG' YOUR OPPONENTS WITHOUT BEING CAUGHT YOURSELF.
"GOOD LUCK!"

AND WITH A FLICK OF A SWITCH, THE TEMPLE SIMULATION PROGRAM BEGINS...
JO TAGS ONE OF HER HUNTERS WITHIN THE FIRST FIVE MINUTES, BREAKING THE PREVIOUS CARRINGTON INSTITUTE RECORD.
FROM AN OBSERVATION BOOTH, DANIEL CARRINGTON SMILES TO HIMSELF AS HIS PRODIGY USES THE ENVIRONMENT TO HER BEST ADVANTAGE.
A CREDIT TO YEARS OF EXTENSIVE TRAINING IN THE ART OF HAND-TO-HAND COMBAT, JO SUBDUES HER OPPONENTS ONE-BY-ONE WITH THE SKILL AND STEALTH OF A NINJA MASTER.
HALFWAY THROUGH THE TRAINING SESSION AND JO NOTCHES UP TAG NUMBER FOUR.


ANY SIGN OF HER?
NO. BUT I HAVE A FEELING WE ARE THE LAST THREE AGENTS LEFT STANDING.
WHAT ABOUT YOU, AGENT 2? HAVE YOU SEEN DARK?
ONLY WHEN I LOOK IN THE MIRROR.
AND AGENT THREE MAKES SEVEN!

WHA--?!
OOFF!
I HOPE THIS DOESN'T BRUISE TOO BADLY.
ACK!
IMPRESSIVE! ALL SEVEN AGENTS TAGGED IN 35 MINUTES AND 48 SECONDS.
THE PREVIOUS RECORD WAS 39 MINUTES AND 27 SECONDS.
I KNOW, IT WAS HELD BY A FRIEND OF MINE... AGENT JONATHAN. I HOPE HE'LL STILL TALK TO ME!
EXCELLENT! IN FACT, YOU COULD SAY YOU WERE PERFECT!

NOW, I TRUST YOU DIDN'T HAVE ANY PLANS FOR THIS EVENING?
ER... WELL, YES, ACTUALLY!
SOME OF US HAVE ORGANIZED A JETBIKE RACE IN THE SIMULATOR ROOM.
I BARELY LOST OUT TO AGENT HOCKEY LAST TIME, AND TONIGHT WAS GOING TO BE OUR REMATCH.
WELL, I DO THINK IT WOULD BE IN YOUR BEST INTEREST TO TELL YOUR FRIENDS YOU CAN'T MAKE IT TONIGHT.
I NEED YOU WELL RESTED FOR TOMORROW MORNING... AS I HAVE AN ERRAND I NEED YOU TO RUN.
HEY, AGENTS JOHNSON, RIDLEY... HOPE YOU'RE NOT TOO BRUISED!
UM, I'M AFRAID I'LL HAVE TO PASS ON TONIGHT'S RACE.
DANIEL'S GOT SOMETHING PLANNED... YOU KNOW WHAT HE'S LIKE.
OKAY, I UNDERSTAND, JO. THERE'LL BE OTHER RACES.
DON'T WORRY THOUGH, JOHNSON AND I WILL BE SURE TO BEAT AGENT HOCKEY THIS TIME!

HAVE AN EARLY NIGHT, JO.
AND I'LL SEE YOU AT 08:00 HOURS IN THE HANGAR.
HMMM... I WONDER WHAT YOU'RE PLANNING, DANIEL?
08:00 HOURS: THE CARRINGTON INSTITUTE HANGAR.
HAVE YOU EVER BEEN TO SOUTH AMERICA, JO?
NO... BUT SOMETHING TELLS ME THAT I'M GOING TO HAVE A NEW STAMP ON MY PASSPORT!

JOANNA DARK WAS PROMPTLY DISPATCHED TO THE SOUTH AMERICAN JUNGLE WHERE THE CARRINGTON INSTITUTE HAD UNCOVERED AN ILLEGAL OPERATION.
A CYBORG MANUFACTURING PLANT HAD SPRUNG UP, AND IT WAS JOANNA DARK'S MISSION TO DISCOVER WHO WAS BEHIND IT--
--AND TO SHUT IT DOWN!
THIS MISSION PROVED TO BE A PROVERBIAL BAPTISM OF FIRE FOR THE TRAINEE AGENT.

JO DARK'S INVESTIGATIONS BROUGHT HER INTO CONTACT WITH MINK HUNTER, THE HEAD OF THE CYBORG PLANT.
HUNTER WAS IN FACT JUST A FRONTMAN, PUT IN PLACE BY CASSANDRA DE VRIES, TO DISTANCE THE ILLEGAL OPERATION AWAY FROM THE DATADYNE CORPORATION.
MINK HUNTER: HEAD OF ILLEGAL CYBORG MANUFACTURING PLANT.
DARK PROVED HERSELF MORE THAN CAPABLE OF THE TASK ASSIGNED TO HER BY DANIEL CARRINGTON, AND SUCCESSFULLY SHUT DOWN THE PLANT... DEALING WITH MINK HUNTER IN THE PROCESS!

ONE WEEK LATER: THE OFFICE OF DANIEL CARRINGTON.
YOU ASKED TO SEE ME, SIR?
HMMM? OH! YES, I DID, JOANNA.
EVER SINCE YOU BEGAN YOUR TUTELAGE AT THE INSTITUTE YOU HAVE PERFORMED BEYOND ALL EXPECTATIONS.
"I KNOW YOU HAVE BEEN EAGER TO BECOME A FULL AGENT, BUT I WAS NOT PREPARED TO SEND YOU OUT INTO THE FIELD UNTIL I WAS SURE YOU WERE READY."
YOUR SOUTH AMERICAN JAUNT WAS YOUR FINAL TEST.
CONGRATULATIONS, AND WELCOME TO THE FIELD, AGENT DARK.
I... THANK YOU, DANIEL!
NOW, IF YOU FEEL YOU ARE UP TO THE TASK, I HAVE A MISSION FOR YOU.
I'M READY, SIR. WHAT DO YOU WANT ME TO DO?

"THERE'S A JUMPSHIP WARMED AND WAITING FOR YOU IN THE HANGAR--
"--I'LL EXPLAIN THE DETAILS OF YOUR MISSION EN ROUTE TO SEATTLE... AND THE DATADYNE CORPORATION!"

WHAT IS JOANNA DARK'S FIRST MISSION?
AND WHAT IS THE DATADYNE CORPORATION UP TO?
find out in...
PERFECT DARK™
only on Nintendo 64!

Solo Missions Map Key

Agents studying Joanna's mission in this guide should learn the protocols used to convey information on the maps and in strategic tips. This page illustrates how mission-critical information appears in the Solo Mission chapters.

Mission Objectives

The colored triangles represent the three difficulty levels—Agent, Special Agent and Perfect Agent. When a colored triangle appears beside a mission objective, it means that you must complete that objective when playing at that difficulty level.

▼ Agent ▼ Special Agent ▼ Perfect Agent

Map Key

The Map Key at the bottom of the page shows the icons for items, weapons and other elements that appear on the maps on that page. Some obvious icons, such as the numbered mission objective boxes, don't appear in most keys.

Reading the Maps

The lines and colors on the maps themselves use several conventions that should be familiar to all agents. Most of the conventions are obvious, but in the two close-up views below, we've noted instances that might cause confusion.

Briefing

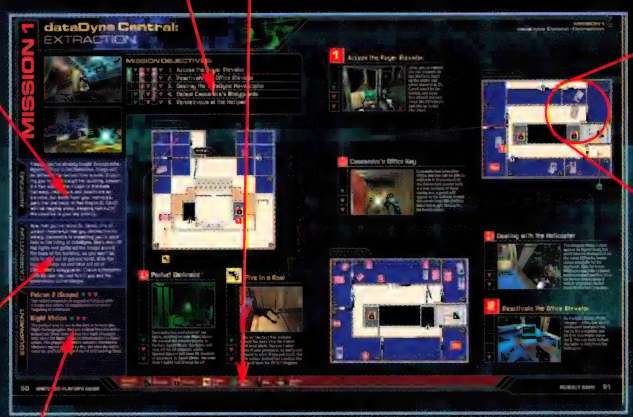
The briefing box at the left side of the page includes important information about the physical layout, enemies and hazards of the area you're about to enter. Also, look for general tips that may come in handy during your mission.

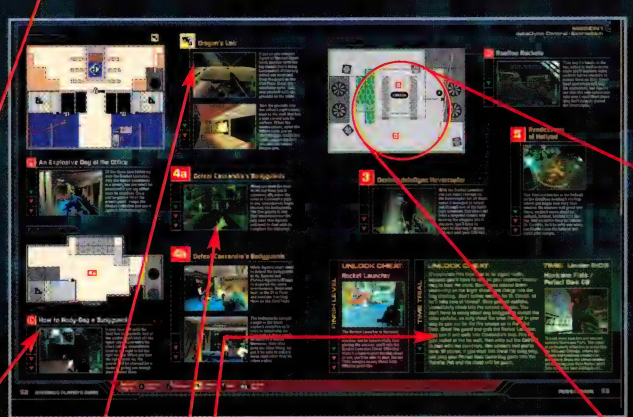
Carrington

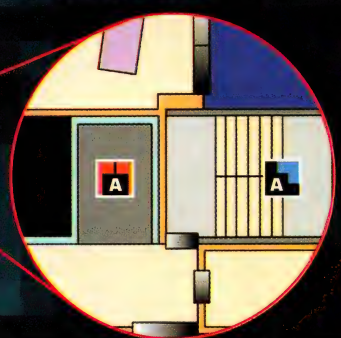
Daniel Carrington updates his agents in the field before sending them to do his bidding. He recounts objectives and plot points, as well. In cases when Carrington is incapacitated, Elvis fills in with the same type of information.

Equipment

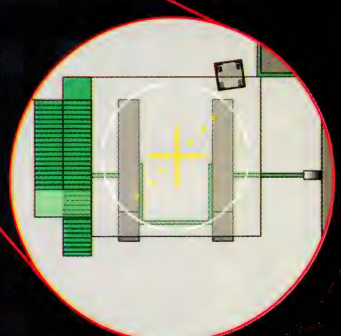
The equipment list indicates all the weapons and items that you'll have at the outset of the mission. Weapons and items that you pick up during the mission will not appear in this box.







Stairwells and elevators differ from junction points in that they may lead to several floors instead of just one. Each floor map shows the location of the stairwells and elevators that connect it to other floors. Connection points may lead to stairs, elevators or junctions shown on other pages. Doors are always indicated by a rectangular box with a gradient. Locked doors have a lock icon, some of which are color-coded to match difficulty levels.



Pathways crossed by lines represent stairs or ramps. They don't always indicate a connection to another floor. Some ramps or stairs lead to platforms at higher levels within the same room.

Information

The information icon highlights strategic tips that aren't directly related to a mission objective. You'll learn how to defeat enemies, avoid traps and use important items. The tips are difficulty-level-specific and are listed on the page in the general order that you need them.

Unlock Cheats

Unlocking Cheats in the Solo Missions is seldom easy or obvious. We unlock the mystery to getting the Cheats by telling you what you have to do and how fast you have to do it. You'll still have to do the legwork, though.

Hidden Gun

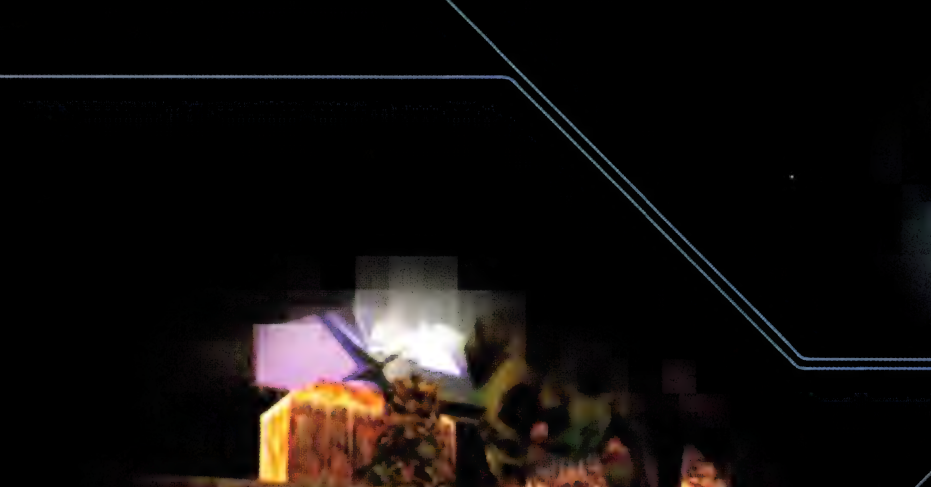
Each level of every mission contains hidden weapons. Once you find a hidden weapon in the Solo Missions, you'll have access to it in the Combat Simulator. Players can unlock these weapons in the multiplayer Challenges, as well.

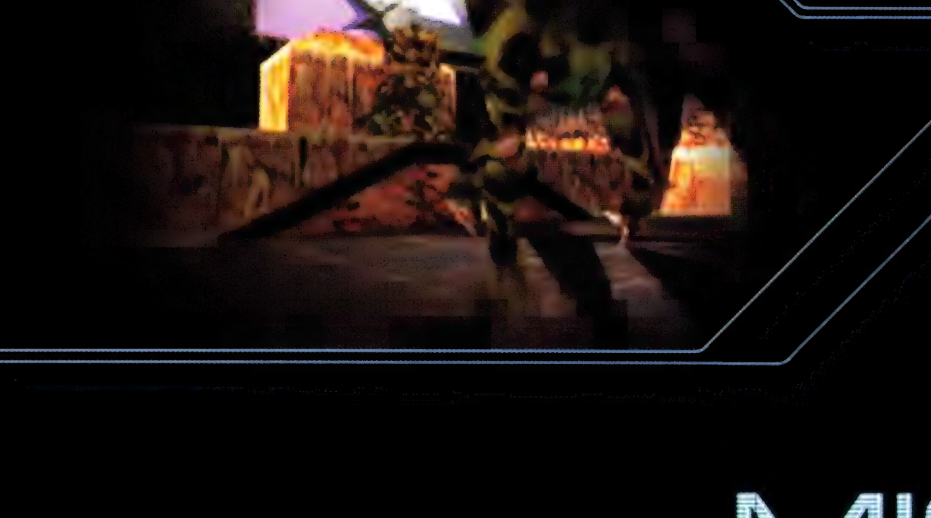
Objective Strategies

1 The icons on the maps indicate where you'll fulfill mission objectives. The tips tell you how to complete the objectives and what dangers to watch out for. For instance, part of an objective might be to avoid harming innocent bystanders.

Transparencies

When items are located beneath platforms, they'll appear shaded. It's like viewing them through a semi-transparent layer.



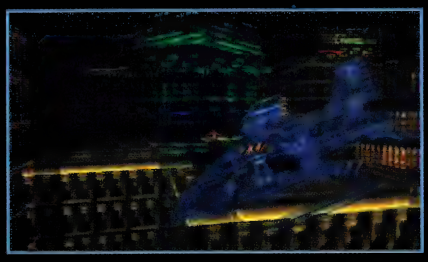


SOLO MISSIONS

Joanna Dark's adventure surpasses anything ever seen before on (or off) this planet. Your guide through all the action of the Solo Missions includes the information you'll need to carry out your objectives, find the hidden items and unlock all the secrets. We recommend keeping this guide in a secure place when it's not in use, as the information it contains is highly classified.

MISSION 1

dataDyne Central: DEFECTION



MISSION OBJECTIVES:

	AGENT	SPECIAL AGENT	PERFECT AGENT
1. Disable the Internal Security Hub	▼	▼	▼
2. Obtain the Keycode Necklace		▼	▼
3. Download Project Files			▼
4. Disable the External Comms Hub		▼	▼
5. Gain Entrance to the Laboratory	▼	▼	▼

BRIEFING

The dataDyne headquarters is a towering skyscraper in the heart of downtown. Covert access to executive offices is possible from the roof. The guards inside carry pistols and submachine guns and will use them without provocation. Elevators at the center of the 23rd Floor allow access to the lobby, where another well-guarded elevator is the only way down to Dr. Caroll in the basement labs.

CARRINGTON

You may be perfect in controlled training simulations, but this is the real thing, Joanna. I don't have to tell you that all of the Institute's work is riding on your success. We must get Dr. Caroll out safely, but we also can't miss this opportunity to gather any information about dataDyne's plans. Eliminate guards only as necessary and, of course, use nonlethal methods to subdue unarmed office workers.

EQUIPMENT

Falcon 2 ▼▼▼

Stealth wins over firepower for this mission. This silenced pistol is accurate, but it has a small clip.

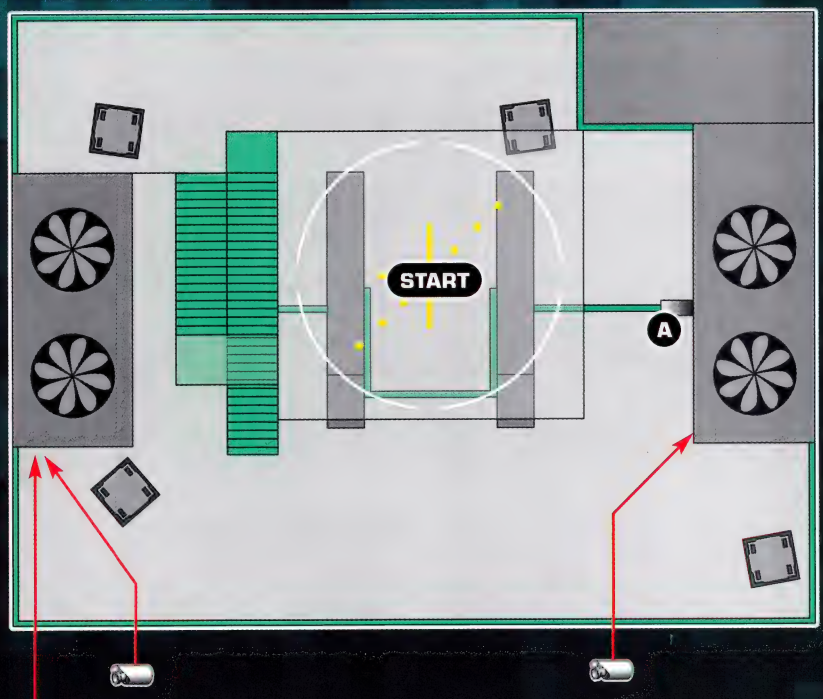
ECM Mine ▼▼

The ECM will jam electronic security systems with focused white noise, simulating typical electrical problems.

Data Uplink ▼

You can download just about any kind of electronic file remotely with this handheld device.

ROOFTOP



Smile for the Cameras

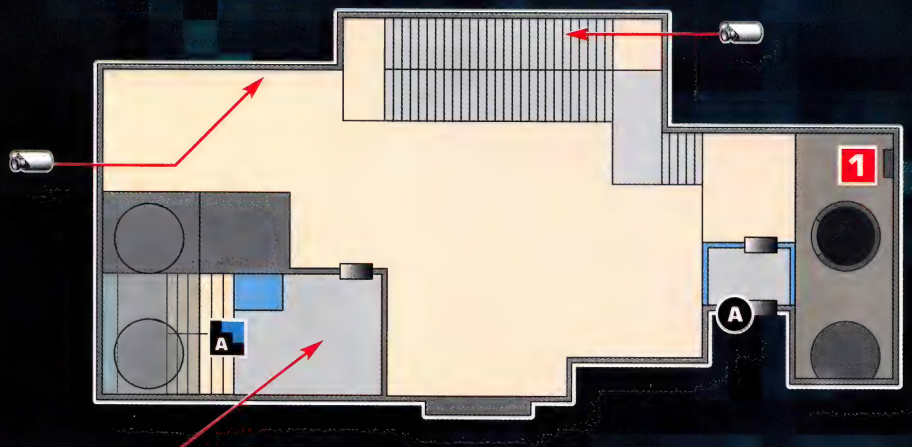
Your covert entry will be wasted if you don't spot surveillance cameras before they spot you. The locations of the cameras vary for Special and Perfect difficulty levels; there are none on Agent.

MAP KEY: 2 Mission Objective | Information | A Junction Point | A Stairwell | A Elevator

1 Disable the Internal Security Hub

After taking out the security cameras inside the central rooftop—and perhaps a guard or two—you need to jam the internal security hub with the ECM Mine. The system is fairly easy to spot in a little alcove at the base of the ramp. Slap the mine down on the monitor to temporarily disable the system.

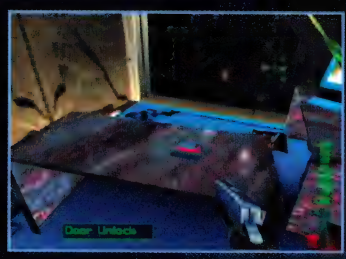
INSIDE ROOFTOP



Spray the Stairwell

At least one guard is patrolling the stairwell. Take the stairs backward and shoot through the metal grating. Use the bottom and top C Buttons or target with the R Button to look down as you descend. You can also break the glass, jump off the top ledge and drop to the bottom.

Buzz Yourself In

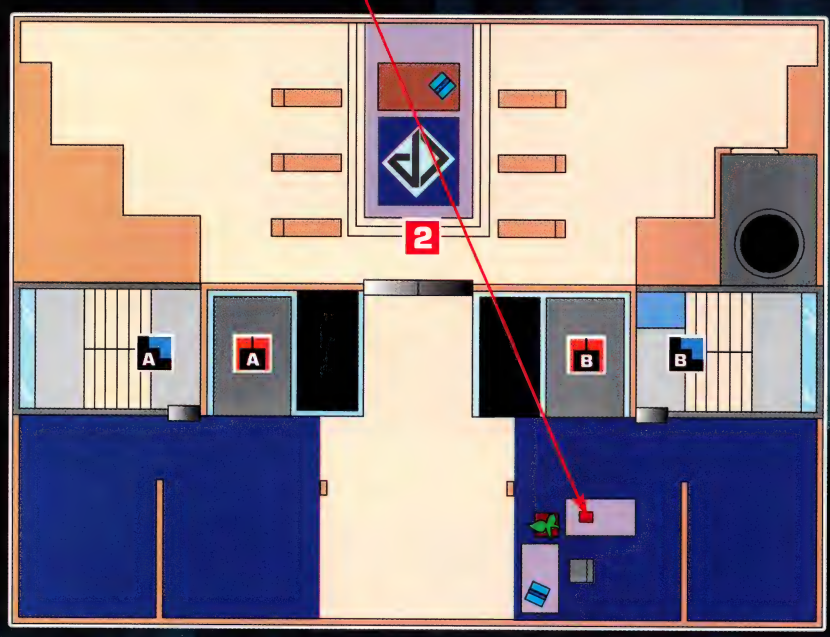


There are a few guards just inside the 23rd floor who require immediate elimination. Cassandra De Vries's office door is between the two elevators, but you'll find it locked. The desk in the hallway near the door has a buzzer switch that will open the way.

2 Obtain the Keycode Necklace

A very feisty Cassandra and her assistant are inside the office. Don't shoot them—they're unarmed. Each one of them will go down with one punch. You also want to keep Cassandra alive, because her Keycard won't work if her heart monitor stops. Once you've got the necklace, head downstairs to look for someone to access the project files for you.

23rd FLOOR



Security Camera | Door

Walk through the Wall

What's a corporate office without a few secret passages? Those bas-relief sculptures on the wall aren't as immovable as they appear. One of them on the 22nd Floor is a door. If you walk up to it, it will slide open. You'll find some bad guys to deal with inside.

3 Download Project Files

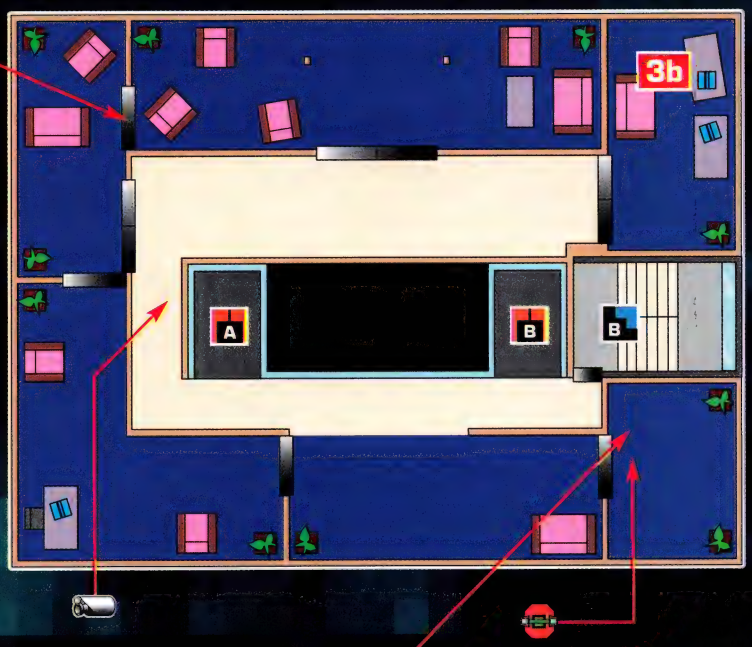
3a

After clearing the 21st Floor of guards on Perfect, you'll stumble upon a telephone conversation behind closed doors. Don't worry about what's being said. The important thing is to grab the conversationalist as he leaves the room.

3b

Take your prisoner upstairs to a computer terminal then let him log in for you. Give him a crack on the head after he says he's in—otherwise, he'll delete the info you need. Your Data Uplink will collect the files you need for your mission.

22nd FLOOR

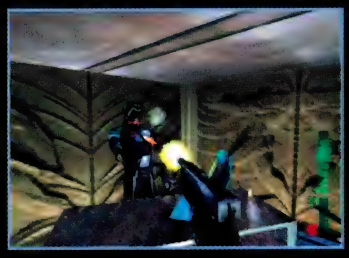


Extra Protection

Make a detour to the left when you get off the elevator. When playing on the Agent and Special levels, shoot the guard and grab his shield to help protect yourself on your trip to the laboratory. Enter the room with caution.

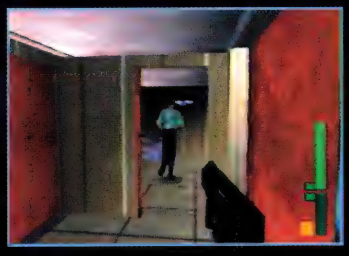
21st FLOOR

Double the Fun



John Woo fans take heart—double silenced Falcons are there for the taking on the 21st Floor. They belong to an unusually tough guard in the vicinity of a small room near the telephone conversation. Note the dexterous clip changing.

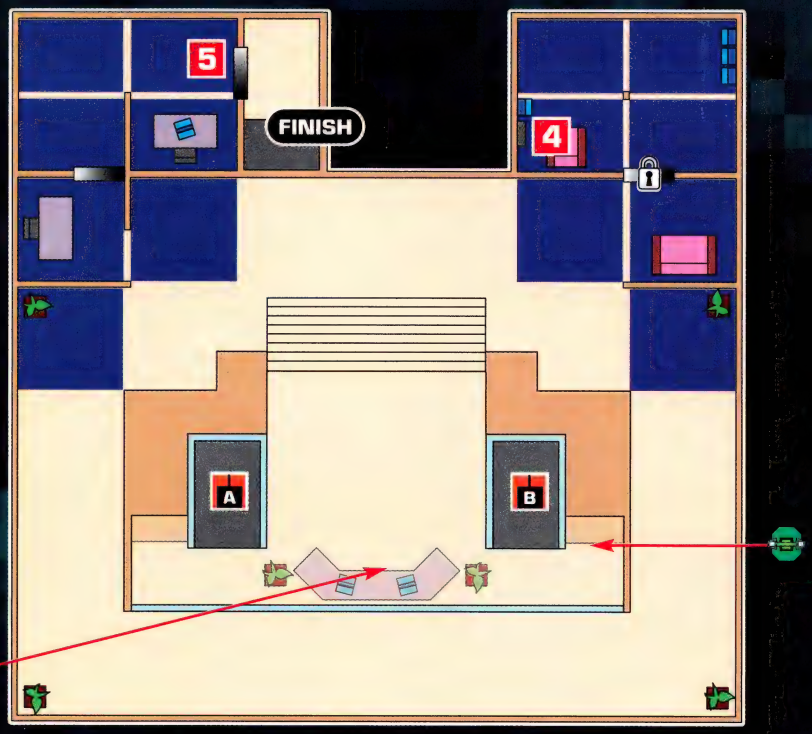
400 MHz, 10.8 GB HD, 50Rnd Clip



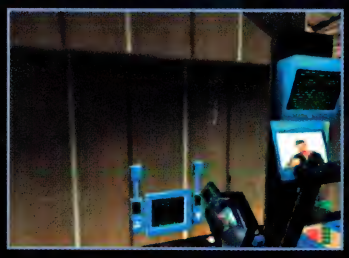
When you first take your prisoner, let him "escape" for a little while. You can follow him to a room with one of the coolest guns in the game—a machine gun built to resemble a laptop computer. Its secondary function is useful downstairs.

MAP KEY — A Stairwell | A Elevator | Security Camera | Hidden Gun | Shield (Agent/Special Agent)

1st FLOOR



4 Disable the External Comms Hub



You'll find the External Comms Hub more difficult to get to than the Internal Security Hub. Search for an ornately decorated wall panel in the lobby that is actually a doorway to the next room. Crouch down to affix your ECM Mine to the hub.

5 Gain Entrance to the Laboratory

The elevator to the laboratory isn't far away, but there's a small army of guards trying to stop you from getting there. On Perfect, activate the Sentry Gun Mode on your Laptop Gun then toss it down to the lower level of the 1st floor. It should dispatch most of the guards for you. Look for the door to the left of the stairs—the elevator is just beyond it.

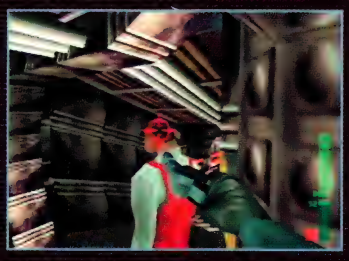
Lobby Gun Rack

It's a little known fact that most office buildings store submachine guns behind their reception desks. You may need the ammo they contain, particularly if you're playing Perfect Agent. A firefight downstairs can quickly eat up your reserves and leave your clip dry.

FINISH LEVEL

UNLOCK CHEAT

Classic Sight



All the guidlines and precision targeting displays available on your high-tech weapons will disappear when you select this cheat. You'll go back to GoldenEye's straightforward—and more challenging—yellow crosshairs and red scope sights.

TIME TRIAL

UNLOCK CHEAT

If you want to beat the Special Agent target time for the first level, you'll need to avoid enemies who aren't directly in your way. From the start, avoid using the ramps on the roof by leaping down from the platforms. Eliminate the guards if they get between you and the Intenal Security Hub. Switch your Falcon's function to Pistol Whip on the fly then go straight into Cassandra's office to knock her out. Run down the stairs then activate the elevator. The short wait for the elevator will give you a chance to eliminate some of the guards for their ammunition. When you get to the lobby, shoot through the glass barrier to leap to the lower level. A CMP150 set for Follow Lock-On will make short work of the enemies in the External Comms Hub room. Assuming you're still in one piece, make a mad dash for the lab elevator to complete the level.

TIME: Under 1:30

Marquis of Queensbury Rules

Are you tired of all the shooting and noise? Go back to a kinder, gentler age by selecting Marquis of Queensbury Rules. Your enemies will be unarmed but no less aggressive in their attempts to stop you. Of course, you still have guns.

Shield (Agent) | Door | Locked Door

MISSION 1

dataDyne Research: INVESTIGATION

MISSION OBJECTIVES:

AGENT ▼ | SPECIAL AGENT ▼▼ | PERFECT AGENT ▼▼▼

1. Holograph the Radioactive Isotope
2. Start the Security Maintenance Cycle
3. Shut Down the Experiments
4. Obtain the Experimental Technologies
5. Locate Dr. Caroll

BRIEFING

Scientists at dataDyne are conducting experiments in a vast laboratory deep below the city streets. Dr. Caroll is being held somewhere in the underground complex. As in the building above it, armed guards patrol the labs and will shoot you on sight. Sensors indicate there is a powerful radiation source in the building that will need to be holographed. Use the CamSpy to access this dangerous area.

CARRINGTON

We've equipped you well to find Dr. Caroll, Joanna, but you'll also have to rely on your wits to find your way through the lab. Try to use the automatic maintenance robots to help you access secure areas. You should also try to "convince" the lab personnel to help you accomplish your objectives. Let me reiterate that you should not do permanent harm to these unarmed dataDyne employees.

EQUIPMENT

Falcon 2 ▼▼▼

Data Uplink ▼▼▼

This multipurpose, electronic gadget will be invaluable for activating computer systems on this level and accessing secure areas of the lab.

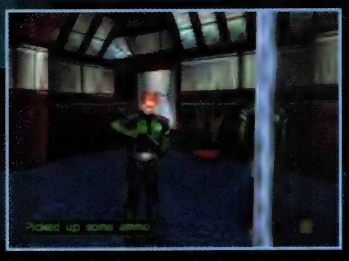
CamSpy ▼▼▼

Use this remote-controlled robot to peek into areas unfit for human spies. A built-in camera will allow you to capture the moment for posterity.

1 Holograph the Radioactive Isotope

The glowing isotope in this heavily shielded lab is important evidence of dataDyne's illicit activities. You'll be glowing yourself if you try to access the lab beyond a set of protective inner doors. Power up the CamSpy then send it in where you fear to tread. Steer the robot up close to the isotope, frame your shot and snap a picture.

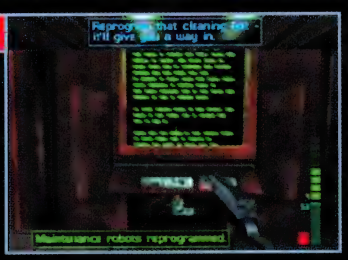
Falcon Power



If you're looking for CMP150 ammo, you won't have to look far, but you also can build up bullets for your Falcon 2. After you disarm certain guards toting CMP150s, they will pull a Falcon to defend themselves. These guards are scattered throughout the level, but there is an abundance of them in the hallways of the maintenace area.

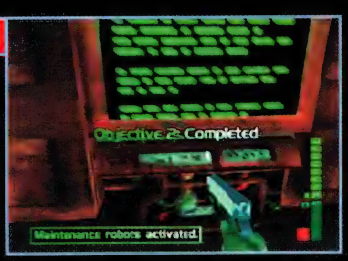
2 Start the Security Maintenance Cycle

2a



Break through a glass barrier at point B in the maintenance access corridors to drop down to a lower level. You can also take a ramp, but you'll need to fight your way through guards—and potentially damage computer terminals in the process. Quickly log in to the system to reprogram the maintenance robots. If you don't, you won't be able to activate it.

2b



Another terminal awaits you just a few steps away. You'll probably have to deal with the guards, but, again, you should try to avoid a lengthy shootout near the computer equipment. It's simple enough to activate the maintenance robots—just stand near the terminal then hit the B Button.

MAP KEY — A Junction Point | Hidden Gun | Shield (Agent) | Door | Locked Door

No Entry

The lab will seem a lot smaller when you play at the Agent level. Many of the doors are locked, including most of the rooms where experiments are conducted. It prevents beginning players from getting lost but also limits the game playing experience.

SECTOR 1: UPPER LEVEL

Glowing Mine

Forget everything your mom told you about wandering into radioactive containment labs. After the CamSpy takes a holographic picture of the isotope, do a quick lap around the small lab to pick up a Proximity Mine. Be prepared to take damage, though.

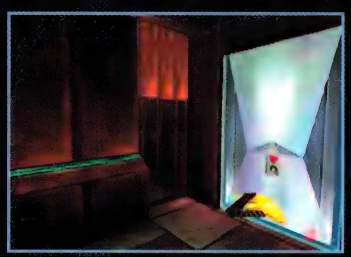
Pop the Hatch

Take out the guard who's peering at this display, then cue the computer. Doing so will unlock the maintenance hatch at point C, giving you another way to access the weapons testing area.

SECTOR 1: LOWER LEVEL

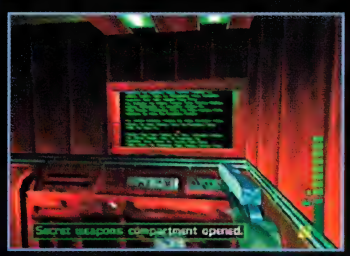
START

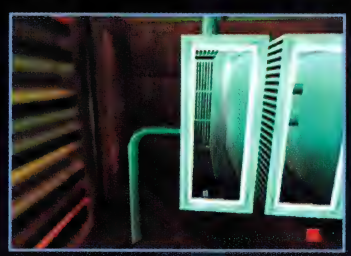
Robot Tour Guide



If you wait around long enough near a sliding maintenance hatch, you can follow a hovering robot into the maintenance area. It's definitely the easiest way into the maintenance corridors, and it's the only way to get in undetected.

Twin CMP150s

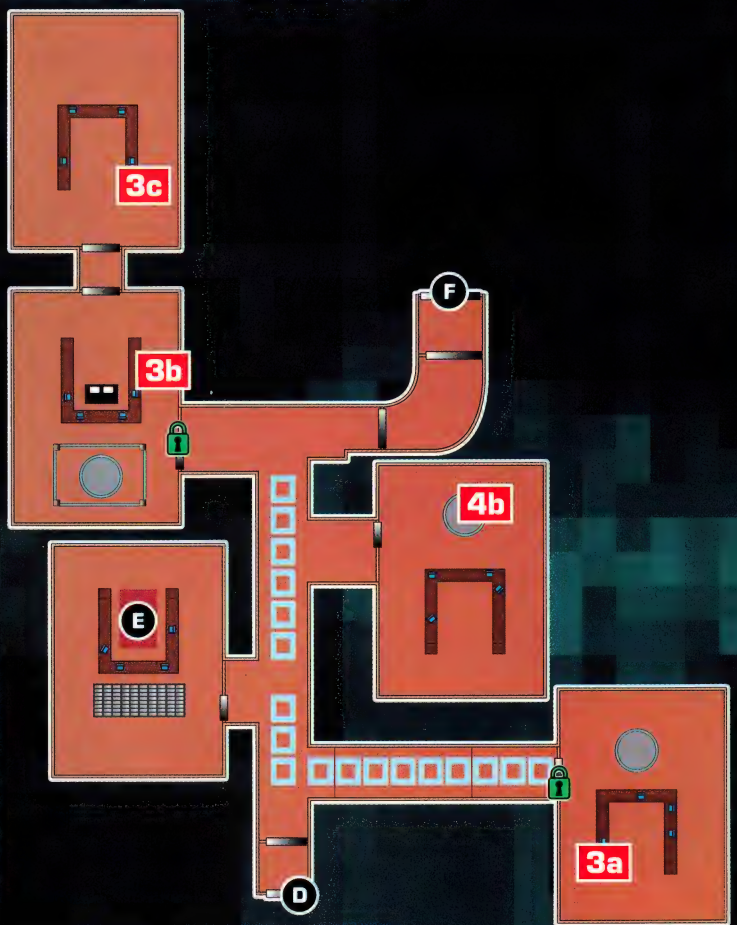




If you want twin CMP150s, you'll need to be stealthy. Wait through the opening cinema, then close the elevator door and wait for the guard to pass. Sneak down the hall and follow the maintenance bot through the passage. Break the short glass pane to drop into the sub-basement, then knock out both guards without being seen. If you do it all undetected, you can open the secret weapons cache. You can also take each one out with a head shot.

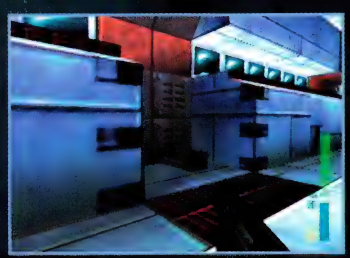
Locked Door (Agent)

SECTOR 2: UPPER LEVEL



SECTOR 2: LOWER LEVEL

Free Bullets



What's an advanced machine gun without some ammunition? After picking up the K7 Avenger, take a look around the labs to find the ammo crates. They'll be in little nooks along the perimeter of the rooms.

Terminal Mistake

You can shut down the experiments yourself using the terminals in the labs, but you'll have to use the trial and error method to find the right one. The wrong one may set off the alarm, bringing unwanted visitors. If you do trip the alarm, quickly deactivate it.

3 Shut Down the Experiments

3a

It doesn't pay to have an itchy trigger finger when you first enter the labs. You may take a few hits from the guards, but it's worth it if you avoid shooting the scientists. They're the best way to shut down the experiments and complete the objective.

3b

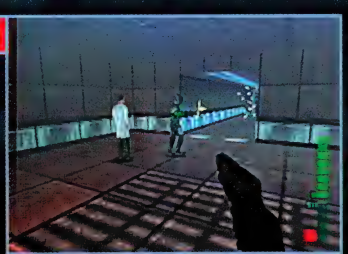
Confront the scientists to make them do what you say. They'll run from their hiding places to computer terminals near the center of the rooms. Give them a few seconds to power down whatever they're working on before you move on to the next room.

3c

The scientist in the last room will give you some trouble, but don't panic. He'll "accidentally" trip the alarm and bring a handful of guards into the room. Knock him out before he does so, then find the correct terminal to shut down the experiment yourself.

4 Obtain the Experimental Technologies

4a



On a hydraulic lift below a lab is where the real experiments are being conducted. A scientist is showing a guard how to fire a K7 Avenger, one of the most useful guns in the game. Take out the guard, but leave the scientist to cower in the corner.

4b

You won't have much use for it yourself on this level, but the Night Vision will play an important role in future missions. Shoot out one of the panels in the lab and snatch it. Watch for guards when you first enter the room.

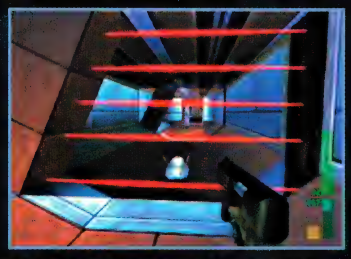
4c

The final technology—an advanced form of shielding—is the most difficult to reach. You'll find it behind a fake wall at the end of a long corridor filled with guards. It shouldn't be tough if you're still in good health, an unlikely scenario when playing on Perfect Agent level.

MAP KEY — A Junction Point | A Elevator | Door | Locked Door | Locked Door (Agent)

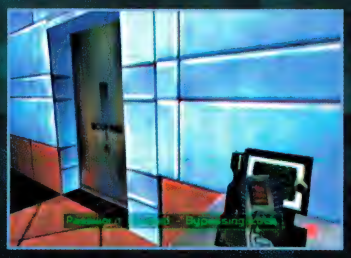
SECTOR 3

Robotic Entry



Those red beams won't set off an alarm if you walk through them—they'll cut you in half. If you've reprogrammed the maintenance system, however, you can walk behind the robot as it shuts off the lasers. You may need to wait a few seconds for it to pass through. On Agent, you'll find the already reprogrammed robot here.

Hack the Door



Back into the room to quickly shoot the two guards, then turn your attention to the computer terminal. It will take a few seconds for your Data Uplink to bypass security and open the door—watch out for a rear ambush on Special and Perfect.

5 Locate Dr. Caroll

On Perfect, switch your K7 Avenger to its Threat Detector function before you enter the room before Dr. Caroll's room. The guns—three on Perfect—will tear you to pieces if you dont remove them.

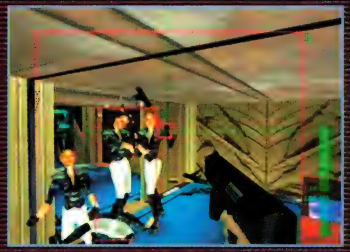
FINISH

SECTOR 4

FINISH LEVEL

UNLOCK CHEAT

Slo-Mo Single Player



Switch to Slo-Mo Mode if you want to take a more deliberate stab at a level. You'll be able to direct your own personal, Sam Peckinpah-style shootouts. Remember to plan your moves in advance, because you're just as slow as your enemies.

TIME TRIAL

UNLOCK CHEAT

TIME: Under 6:30

Pugilist

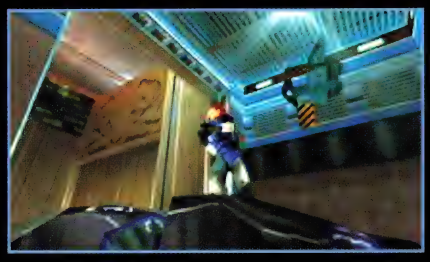
This burly bully will back you up with his fists in Cooperative Mode. He's dressed like a butler, but this heavily shielded buddy is in the business of busting heads. Let him tidy up after you when you need to tear through a level.

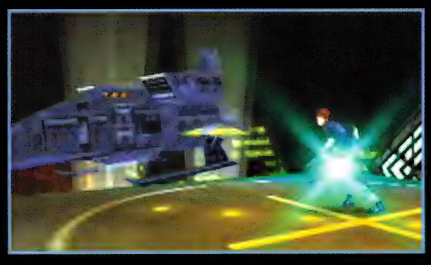
You have to be a perfect shot to make it through this level on Perfect in 6:30 or less. Run past the robot at the beginning of the level, then take out the lone guard by the first door. As you wait for the robot to get to the hidden door so you can enter, open the silver door to draw the guards and take out as many as you can, so those guards won't come after you when you're near the room with the isotope. Take the hidden door, shoot the glass around the corner and drop down to the terminals where you reprogram the robots. From there, run through the rest of the level, blasting guards quickly and efficiently. You may want to shut down the experiments yourself, so you don't have to wait for the scientists. If your luck and your aim don't fail you, you will make it.

Autogun Shield (Agent/Special Agent)

MISSION 1

dataDyne Central: EXTRACTION





MISSION OBJECTIVES:

AGENT	SPECIAL AGENT	PERFECT AGENT	
▼	▼	▼	1. Access the Foyer Elevator
	▼	▼	2. Reactivate the Office Elevator
	▼	▼	3. Destroy the dataDyne Hovercopter
▼	▼	▼	4. Defeat Cassandra's Bodyguards
▼	▼	▼	5. Rendezvous at the Helipad

BRIEFING

Though you've already fought through dataDyne's offices in the Defection, things will be different the second time around. Expecting you to flee through her building, Cassandra has ordered her troops to blockade hallways, lock doors and deactivate an elevator. But aside from your redirected path, the real twist is that fragile Dr. Caroll will be tagging along. Keeping him out of the crossfire is your top priority.

CARRINGTON

Now that you've found Dr. Caroll, it is of utmost importance that you deliver him to safety. Cassandra is expecting you to resurface in the lobby of dataDyne. She's shut off the lights and gathered her troops around the base of the building, so you won't be able to slip out at ground level. Ride the foyer elevator up and take out all of Cassandra's bodyguards. I have a jumpship waiting near the roof to lift you and the good doctor out of danger.

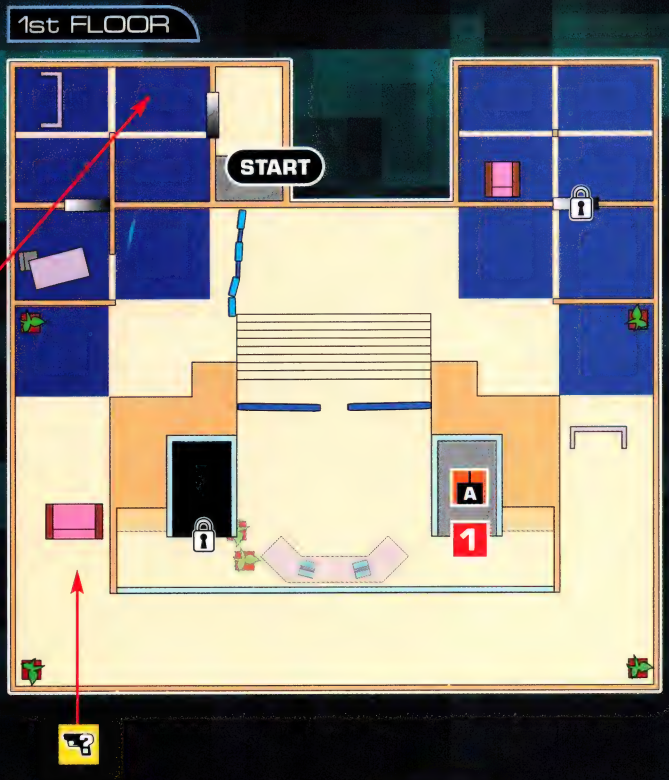
EQUIPMENT

Falcon 2 (Scope) ▼▼▼

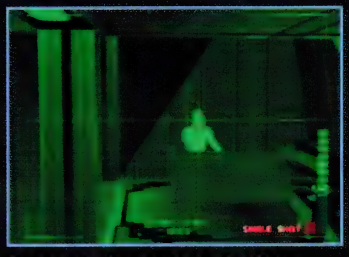
Your initial weapon is an upgraded Falcon 2 with a scope that offers 2X magnification for better targeting at a distance.

Night Vision ▼▼▼

The perfect way to see in the dark is to wear the Night Vision goggles that you swiped from the underground lab. Wear them in very low-light situations only, since the Night Vision is ultrasensitive to illumination. The goggles will make enemies shrouded in shadows appear as clear as day, but once the lights come up, you'll be blinded if you're still wearing them.



Perfect Darkness



▼
▼
▼

Cassandra has switched off the lights, so strap on your Night Vision the second the mission begins. In Perfect Agent Mode, the lights will stay off for 60 seconds, while Special Agents will have 90 seconds of darkness. In Agent Mode, the main floor's lights will always be off.

Five in a Row

▼
▼
▼

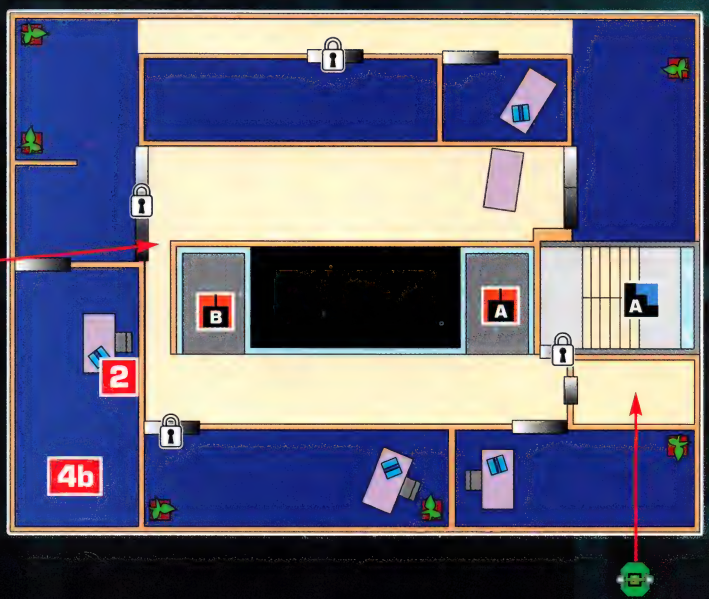
Take out the first five soldiers (ignore the ones atop the stairs) with head shots. You can't alert them of your presence, so you're not allowed to miss. If you pull it off, the fifth soldier (behind the couch in the hall) will have the DY357 Magnum.

MAP KEY: Stairwell | Elevator | Hidden Gun | Shield (Agent) | Door | Locked Door

1 Access the Foyer Elevator

After you've capped the ten troopers on the 1st Floor, head up the stairs and enter elevator A. Dr. Caroll won't be far behind, and once he's aboard you can close the lift's doors and ride up to the 21st Floor.

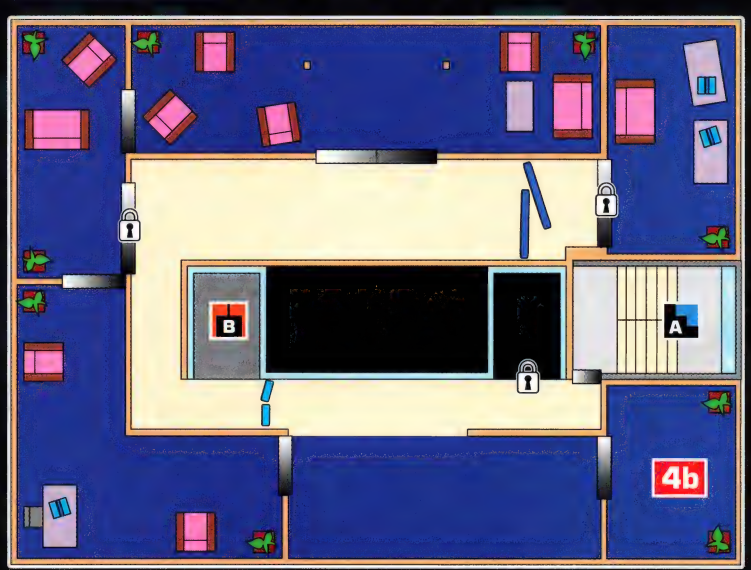
21st FLOOR



Cassandra's Office Key

Cassandra has locked her office, but you will be able to infiltrate it. If you shoot all the downstairs guards within a few seconds of them seeing you, a guard will appear in the hallway around the corner from the elevator. Blast him to get the key to his boss's office.

22nd FLOOR



Dealing with the Helicopter

The chopper doesn't even appear on Agent level, but you'll have to deal with it on the other difficulty levels. Listen carefully for its approach, then let loose. While you can take it down with sustained gunfire, it's a far better idea to drop it with a targeted rocket from the Rocket Launcher.

2 Reactivate the Office Elevator

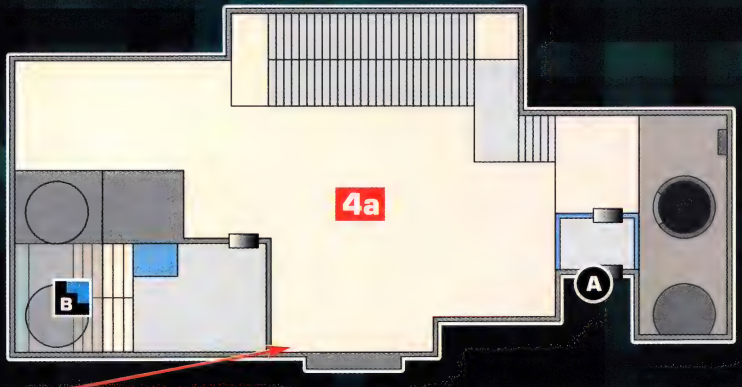
On Perfect, listen for the chopper—when you hear it circle past your position, run to the computer and hit B to reactivate elevator B. You can duck behind the table to hide from the helicopter.

23rd FLOOR

An Explosive Day at the Office

Of the three men bickering over the Rocket Launcher, only the armed commando is a threat, but you won't be penalized if you tag either exec by accident. Once you've gotten rid of the armed guard, swipe the Rocket Launcher and use it against the hovercopter.

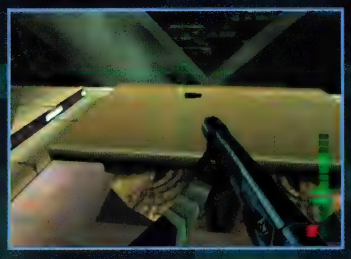
INSIDE ROOFTOP



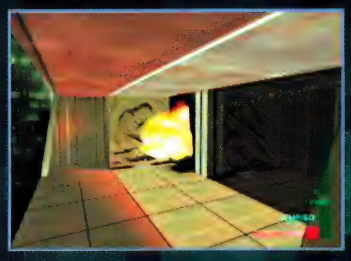
How to Body-Bag a Bodyguard

In your face-off with the final five bodyguards, one of the soldiers will shut off the lights when Cassandra finishes talking. Immediately head to the right to hit the light switch. When you turn the lights back on, the guards will be stunned for a moment, giving you enough time to blast them.

Dragon's Lair

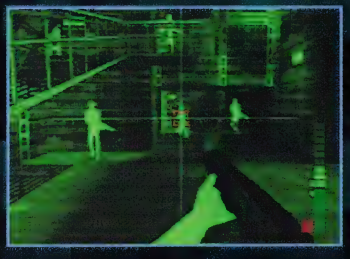


If you're operating at Agent or Special Agent level, you can open the big double doors using Cassandra's office key, which you snatched from the guard on the 21st Floor. Enter the executive suite, then arm yourself with the grenade on the table.



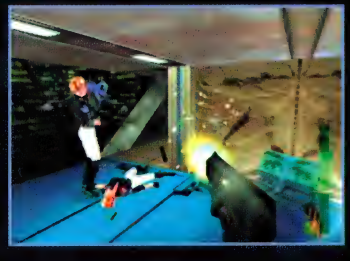
Toss the grenade into the office's right corner, next to the wall that has a man carved into its surface. When the smoke clears, enter the hidden room you've blasted open. Inside is a ladder, and at the foot of it sits the hidden Dragon gun.

4a Defeat Cassandra's Bodyguards



When you open the door to the top floor, you'll automatically enter the room as Cassandra yaps at you. Immediately begin blasting the bodyguards. The five guards in this final showdown are the only ones that Agents will need to deal with to complete the objective.

4b Defeat Cassandra's Bodyguards

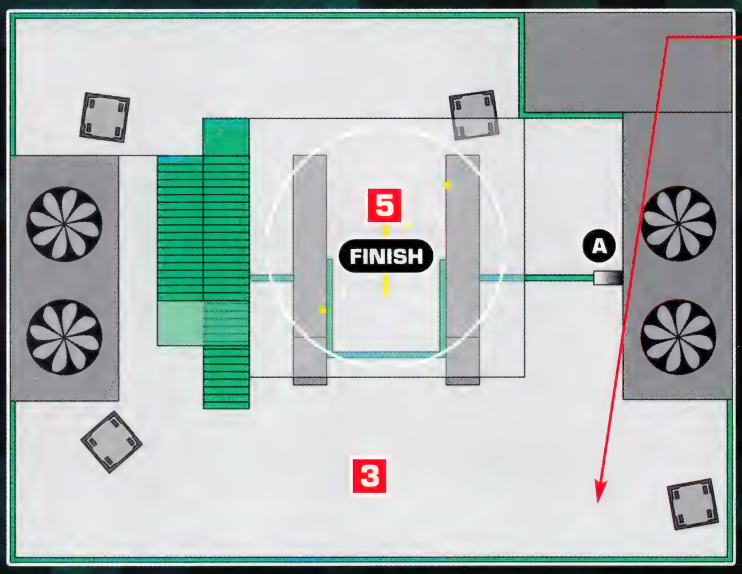


While Agents won't need to defeat the bodyguards at 4b, Special and Perfect Agents will have to dispatch the every henchwoman. Begin your hunt on the 21 st Floor and continue tracking them on the 22nd Floor.

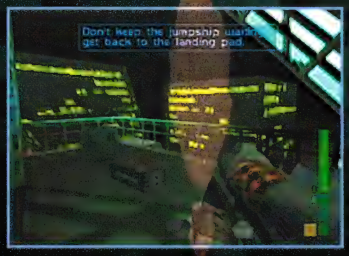
The bodyguards can get caught in the hovercopter's crossfire as it tries to target you, so Cassandra's thugs won't be much of a hassle. Moreover, their shotguns are slow-firing, so you'll be safe to make a move right after they've taken a shot.

MAP KEY: A Junction Point | A Stairwell | Hidden Gun | Door | Locked Door

ROOFTOP



Rooftop Rockets



They say it's lonely at the top, which is such a waste since you'll find two extra rockets but no enemies to unload them on. Only Agent-level operatives will find the explosives, but Agents are also the only operatives who won't need them since they don't have to ground the hovercopter.

3 Destroy dataDyne Hovercopter

With the Rocket Launcher, you can exact revenge on the hovercopter for all those times it managed to target you through one of the building's windows. One direct hit from a targeted rocket will destroy the chopper, but if you miss, you'll have to resort to blasting it dozens of times with your CMP150.

5 Rendezvous at Helipad

Your final destination is the helipad on the dataDyne building's rooftop, where you began your very first mission. No enemies will greet you there, so don't worry about an ambush. Instead, hotfoot it to the top. And no matter how far behind Dr. Caroll is, he'll be with you when you finally reach the helipad and make your escape.

FINISH LEVEL

UNLOCK CHEAT

Rocket Launcher

The Rocket Launcher is the most prized weapon you'll find during the mission, and by successfully completing the mission, you'll win the Rocket Launcher Cheat. Whether there's a hovercopter buzzing about or not, you'll be able to pack the ballistic weapon on any Cheat Solo Mission you'd like.

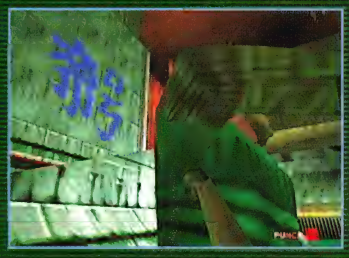
TIME TRIAL

UNLOCK CHEAT

TIME: Under 2:03

Hurricane Fists

It's fortunate this time trial is for Agent Mode, because you'll have to rely on your enemies' inaccuracy to beat the clock. Don't mess around downstairs—flip on the Night Vision and charge into the fray blasting. Don't bother waiting for Dr. Caroll, as he'll take care of himself. Once you get upstairs, immediately climb into the second elevator. You don't have to worry about any bodyguards except the ones upstairs, so shoot only the ones that get in your way as you run for the fire escape up to the 23rd Floor. Shoot the guard and grab the Rocket Launcher, then arm it and walk into Cassandra's trap. Fire off your rocket at the far wall, then whip out the CMP150 to deal with the survivors. Run upstairs to finish. Of course, if you want this cheat the easy way, just plug your Perfect Dark Game Boy game into the Transfer Pak. The cheat will be yours.



To pack more punches per second, activate Hurricane Fists. The cheat is particularly effective in areas like the Villa and Chicago, where disarming and subduing enemies is necessary. Since the cheat enables you to swing your fists faster, you'll have an easier time duking it out.

MISSION 2

Carrington Villa: HOSTAGE ONE

MISSION OBJECTIVES:

AGENT ▼ ▼ ▼ ▼ ▼
SPECIAL AGENT ▼ ▼ ▼ ▼ ▼
PERFECT AGENT ▼ ▼ ▼ ▼ ▼

1. Save the Negotiator
2. Eliminate the Rooftop Snipers
3. Activate the Wind Generator
4. Locate and Eliminate the dataDyne Hackers
5. Capture a dataDyne Guard
6. Rescue Carrington

BRIEFING

With Carrington held hostage and his private Villa under siege, the Institute has sent in a negotiator as part of a rescue effort. How the rescue unfolds from there will depend on your difficulty level. In Agent and Special Agent Modes, you must snipe the firing squad that holds the negotiator at gunpoint. In Perfect Agent Mode, you are the negotiator, going undercover in the hopes of storming and reclaiming the Villa.

CARRINGTON

Not available.

EQUIPMENT

Sniper Rifle ▼▼

Agents and Special Agents will start with the precision firearm that allows them to zoom in on targets. Press and hold R while tapping top or bottom C to zoom.

R-Tracker ▼▼▼

The Russdar Tracker monitors the locations of the two computer stations in the Villa. Perfect Agents will need to activate it to zero in on the hackers.

Laptop Gun ▼

Though it looks like a laptop PC, it unfolds to become a submachine gun. Press and hold B, then hit Z to leave it behind as an autofiring sentry that automatically shoots any dataDyne soldier who crosses its path.

1 Save the Negotiator

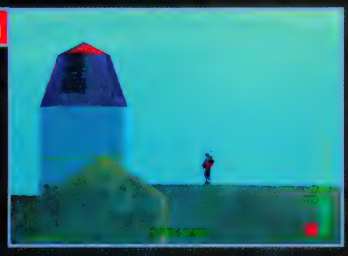
From your hilltop vantage point, snipe the two guards holding the negotiator at gunpoint. You have only seconds to take your shots before the pair executes her, but the good thing about the Sniper Rifle is that any hit from it will take down these hit squad guards. Even a shot to a hand will send one to greener pastures.

Pose as the Negotiator

Unlike players of other difficulty levels, Perfect Agents will pose as the negotiator and start the mission on the dock instead of on the overlooking hilltop. Two guards will be seconds away from executing you when the mission begins, so whip out your Laptop Gun and save your own life. Hit the sniper and find some cover.

2 Eliminate the Rooftop Snipers

2a



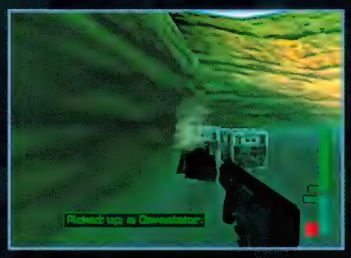
Point 2a is the first good spot for Special Agents to take aim at the rooftop snipers. Remember that using the secondary Crouch function steadies your aim. All agent levels should swing their barrels over to the water, where the most elusive sniper patrols the jetty across the dock.

2b

The red staircase is another prime lookout point where Special Agents can eliminate snipers. Perfect Agents, on the other hand, will have to work their way through the house first, so catch the snipers in your sights by crouching in the Villa's doorways that are adjacent to your targets.

MAP KEY — A Junction Point | Door | Locked Door (Agent) | START Start: Perfect Agent | Sniper

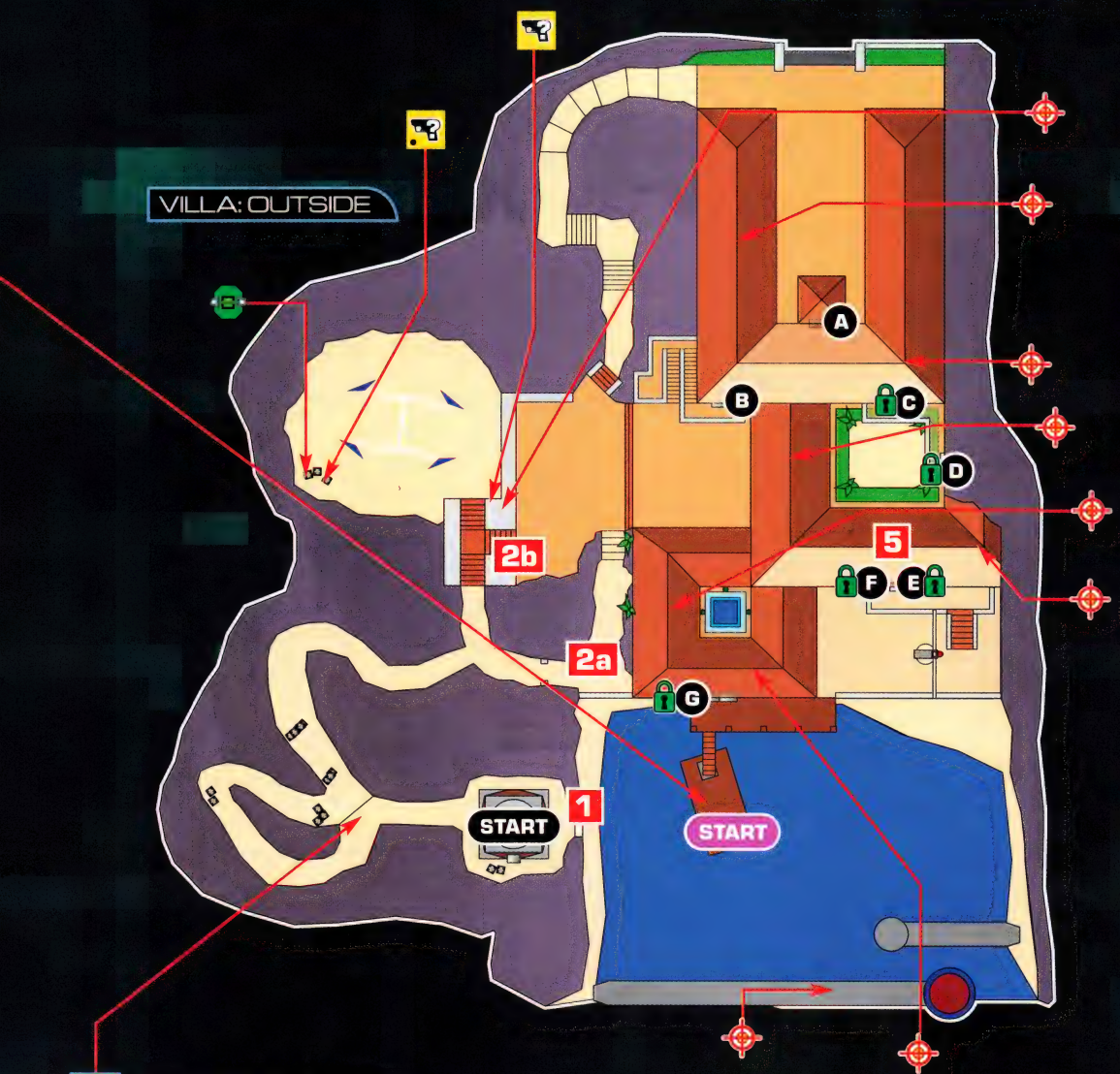
Explosive Cargo



Shoot the crate on the left that sits apart from the other two boxes on the helipad. When you blast it, you'll uncover the hidden Devastator, a launcher that fires grenades.

Double CMP150s

If you can eliminate the sniper guarding the helipad in under 38 seconds from the start, he'll drop twin CMP150s. It's practically impossible to achieve this in Perfect Agent because you start on the dock, but it's a useful trick in the other difficulty levels.



No Agent Access

In Agent Mode, many of the doors are locked, preventing you from accessing many sections of the Villa grounds. The only two entry points are the doors at A and B, although you should keep in mind that door A will lock behind you once you go through it.

Sniping for Ammo

Some of the crates strewn about the tunnels contain ammunition. Since the boxes explode when you shoot them, take your shot when an enemy is close to one to catch him in its blast radius. When playing on Agent and Special, this elevated ridge is a good spot to snipe from.

5 Capture a dataDyne Guard

You don't want to have to subdue a guard during the heat of battle, so you might as well get the task done early on. The guard right inside door F is a prime target since his back is turned, so open the door, creep up and knock him out with a single rap to the back of the skull. No one will be any the wiser.

Hidden Gun Shield (Agent)

VILLA: 3rd FLOOR

3 Activate the Wind Generator

The pipe work snaking along the hallway floor leads to the three computer terminals that power the wind generator. You must first activate the two computers on the catwalks at the end of the hall, so head there first and arm your gun in anticipation of the three soldiers guarding them.

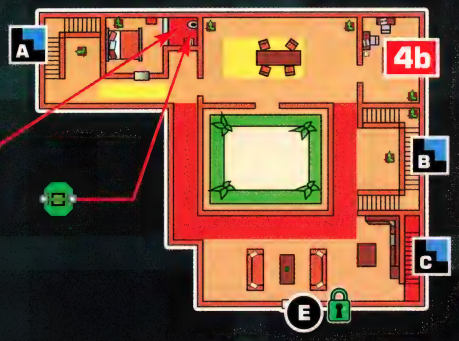
Once you've activated the power systems and cooling systems, follow the pipes that will lead you to the final terminal that powers the windmill. As soon as Perfect Agents activate it, the hackers will go to work on the Villa computers, so be ready to head back upstairs to intercept them.

4 Locate and Eliminate dataDyne Hackers

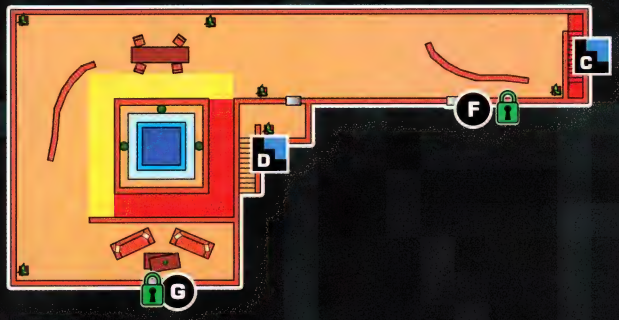
Once you've powered up the windmill, Grimshaw will radio in to alert you of the dataDyne hackers who've logged on to Carrington's computers. You'll have 60 seconds to defeat them after you receive the message, but you can get a jump by running upstairs as soon as you activate the windmill.

If you activate your R-Tracker, the two computer stations will appear as yellow blips on your radar. Save yourself from more trouble by deploying the Laptop Gun by a computer prior to starting the windmill. When you deploy the gun, you'll be left with no bullets for your CMP150, so leave some clips lying around.

VILLA: 2nd FLOOR



VILLA: 1st FLOOR



Sniper Rifle

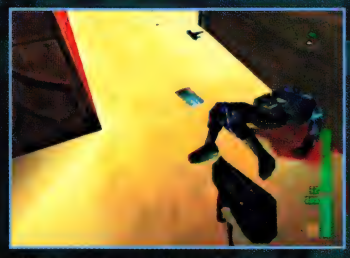
Perfect Agents don't start out with Sniper Rifles, but you'll be able to find one inside Carrington's bathroom. Carrington wasn't captured without a fight, and one of his victims lies in his shower. Next to him is a Sniper Rifle that will help you zoom in on the rooftop shooters to beat them at their own game.

MAP KEY: A Junction Point | A Stairwell | Door | Locked Door | Locked Door (Agent)

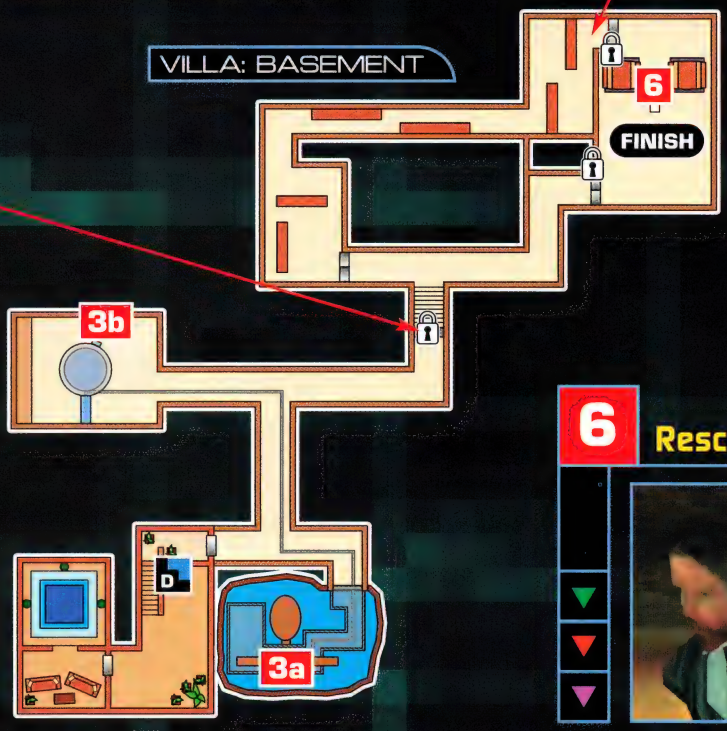
Deeper into the Basement

The wind generator powers many of the electronic locks in Carrington's Villa. By activating the windmill, you'll unlock the way into the basement. Battle through the wine cellar to find Carrington.

Swiping the Door Key



Shoot your way through the wine cellar, where guards hide behind bottles and wine racks. The bottles camouflage the guards, but a Sniper Rifle can help you focus in on them. When you eliminate the last of the shock troops, he'll drop the key that opens the way to Carrington.



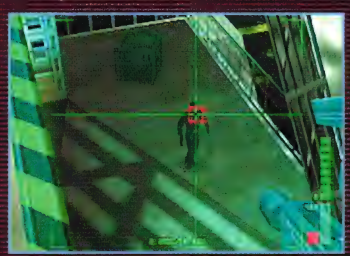
6 Rescue Carrington

Open the final door in the cellar to reach Carrington. When you find him, he'll explain that dataDyne has recaptured Dr. Caroll. To his credit, Daniel also managed to overhear the company's next move—an operation in Chicago, where he'll send you for your next mission.

FINISH LEVEL

UNLOCK CHEAT

Sniper Rifle



When you successfully complete the mission, you'll win the Sniper Rifle Cheat that allows you to pack the scoped firearm on any Cheat Solo Mission. Enable the cheat to put a stealth spin on missions, then see how many enemies you can pick off without being spotted.

TIME TRIAL

UNLOCK CHEAT

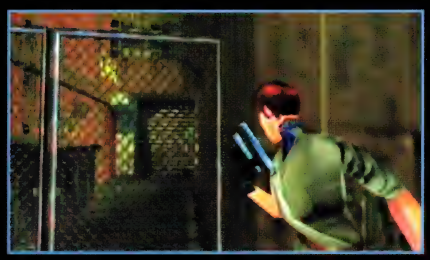
TIME: Under 2:30

Hit and Run Buddy

The better the sniper you are, the faster you'll finish the mission. Since any hit from your Sniper Rifle will take down a sniper or the guards who hold the negotiator at gunpoint, don't waste time aiming. Instead, pick off your targets the instant your targeting box turns red. When running, use the left and right C Buttons as much as possible since sidestepping is speedier than using the Control Stick. Dive off the ledge behind the first soldier in the opening tunnel, then head to 2a and 2b on the map to pick off the eight rooftop snipers. Dash for the basement, then power up the windmill. The soldiers in the house who spotted you running by them will begin piling up in the basement, so blast past them with your CMP150, then make a break for the wine cellar to free Carrington.

After enabling Hit and Run in the Buddies section of the Cheats, begin a Cheat Cooperative game and choose 1 Simulant as your Perfect Buddy. The aggressive buddy you activate will charge foes firing his gun as he goes.

MISSION 3
Chicago: STEALTH



MISSION OBJECTIVES:

	AGENT	SPECIAL AGENT	PERFECT AGENT
1. Retrieve the Drop Point Equipment	▼	▼	▼
2. Attach a Tracer to the Limousine			▼
3. Prepare an Escape Route		▼	▼
4. Create a Vehicular Diversion	▼	▼	▼
5. Gain Entry to the G5 Building	▼	▼	▼

BRIEFING

Stealth is key in this level. You have to sneak quickly in between alleys, down viaducts and through back streets, masquerading as a normal citizen when you run into bystanders, while quickly dispatching any guards or undercover guards who may spot you. Try to punch out any Joe Averages you meet, and don't shoot them under any circumstances—civilian casualties will cost you the mission.

CARRINGTON

Listen carefully, Joanna. The G5 corporation is actually a front for dataDyne, and Cassandra De Vries is there now. We need you to enter the G5 building through the carport once you've planted a tracer on De Vries's limo and planted a mine to create an escape route for yourself. Your equipment is in a storm drain. Use the Reprogrammer on a taxi to create a diversion and draw the guards away from the carport. Good luck!

EQUIPMENT

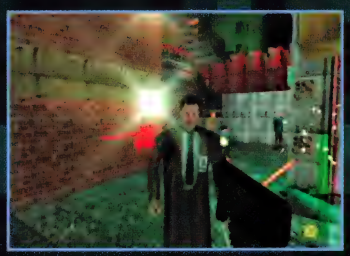
Falcon 2 (Scope) ▼▼▼

Tracer Bug ▼

In Perfect Agent mode, you will have a Tracer Bug that you will need to attach to the underside or rear of the limo in the street without being seen.

Sneak through the Streets

You begin the mission without a weapon drawn, because of the civilian presence on the streets. The first person you meet in the alley is a civilian, and you should not shoot him. You should knock him out, however, so he can't blow your cover—he will panic if he sees your gun.



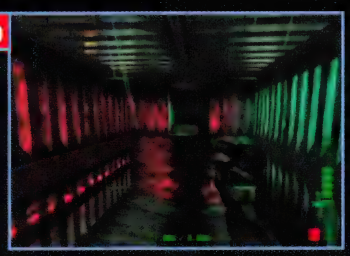
There are three FBI agents wearing brown trenchcoats in Perfect, two in Special and one in Agent. They are around the corner as you emerge from the narrow alleys, by the fire escape and near where you duck around the fence. Take each agent out within seconds, or he will sound an alarm that will send a swarm of troops your way.

1 Retrieve the Drop Point Equipment

1a

From the narrow alley, walk across the street and along a fence, then slip in where the fence splits. There will be a couple of guards to take out, plus the guy in the brown trenchcoat on Special and Perfect Agents. Continue down the water to the right, turn right again and silence another guard.

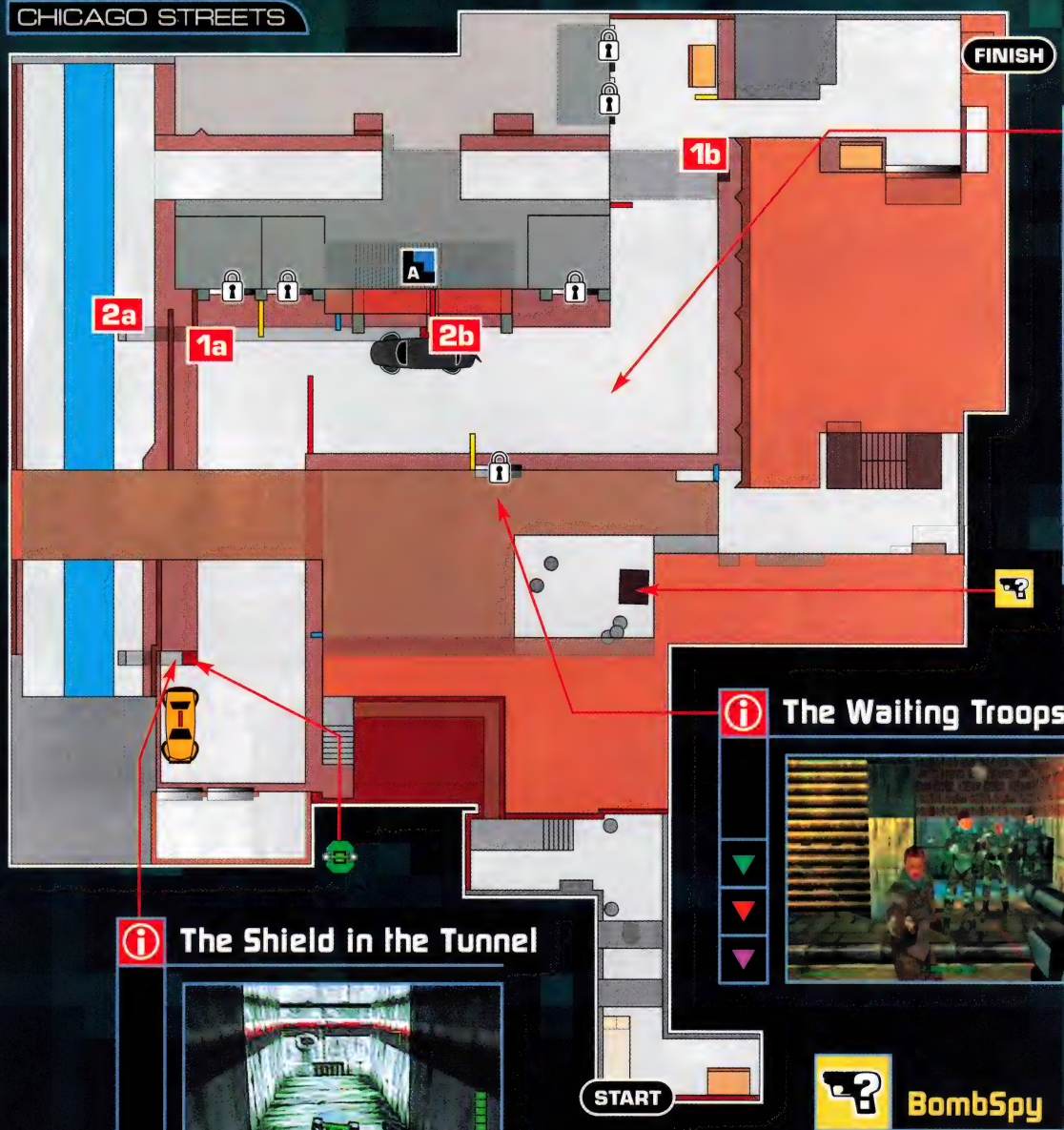
1b



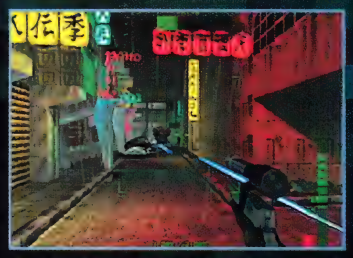
Go past the guard you silenced to the right of the viaduct and crouch down to fit into the short opening between the buildings. Follow this path to where it ends at a storm drain under a grate. Pick up your equipment, then go back under the concrete, where two more guards await you.

MAP KEY: Stairwell | Hidden Gun | Door | Locked Door | Shield (Agent)

CHICAGO STREETS

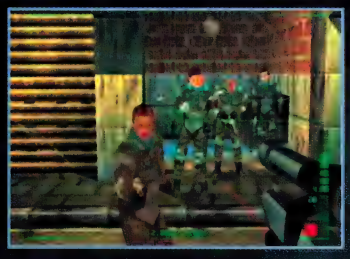


Avoid the Robot



You can hear a faint, indistinct sound similar to radio noise when the security robot is near. It has plenty of firepower and a shield to protect it, and you should avoid it at all costs. You can hide from the robot around corners, behind the taxi and in other places.

The Waiting Troops



The garage doors along the street have swarms of heavily armed guards behind them. These are the guards that will appear when a brown-trenchcoated agent calls an intruder alert, or if you stumble into the area by the carport before you draw the guards away with the taxi.

The Shield in the Tunnel

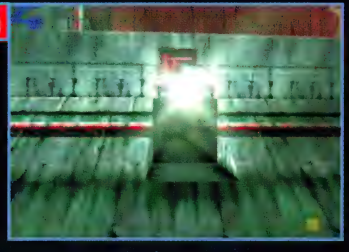
In Agent mode, there is a shield hidden in a small tunnel down the viaduct. From the split in the fence, take a left, cap the guard and look for a tunnel to the left. Crouch down and crawl inside to pick it up.

BombSpy

Enter the room with the oil cans and the dumpster. Go in unarmed and knock out the two civilians, then push the dumpster as close as possible to the three stacked cans. Blast the cans until they explode. In the dumpster wreckage is a BombSpy.

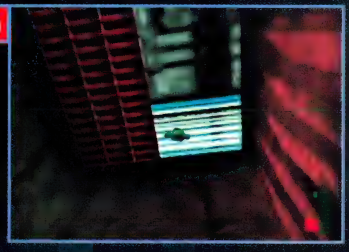
2 Attach a Tracer to the Limousine

2a

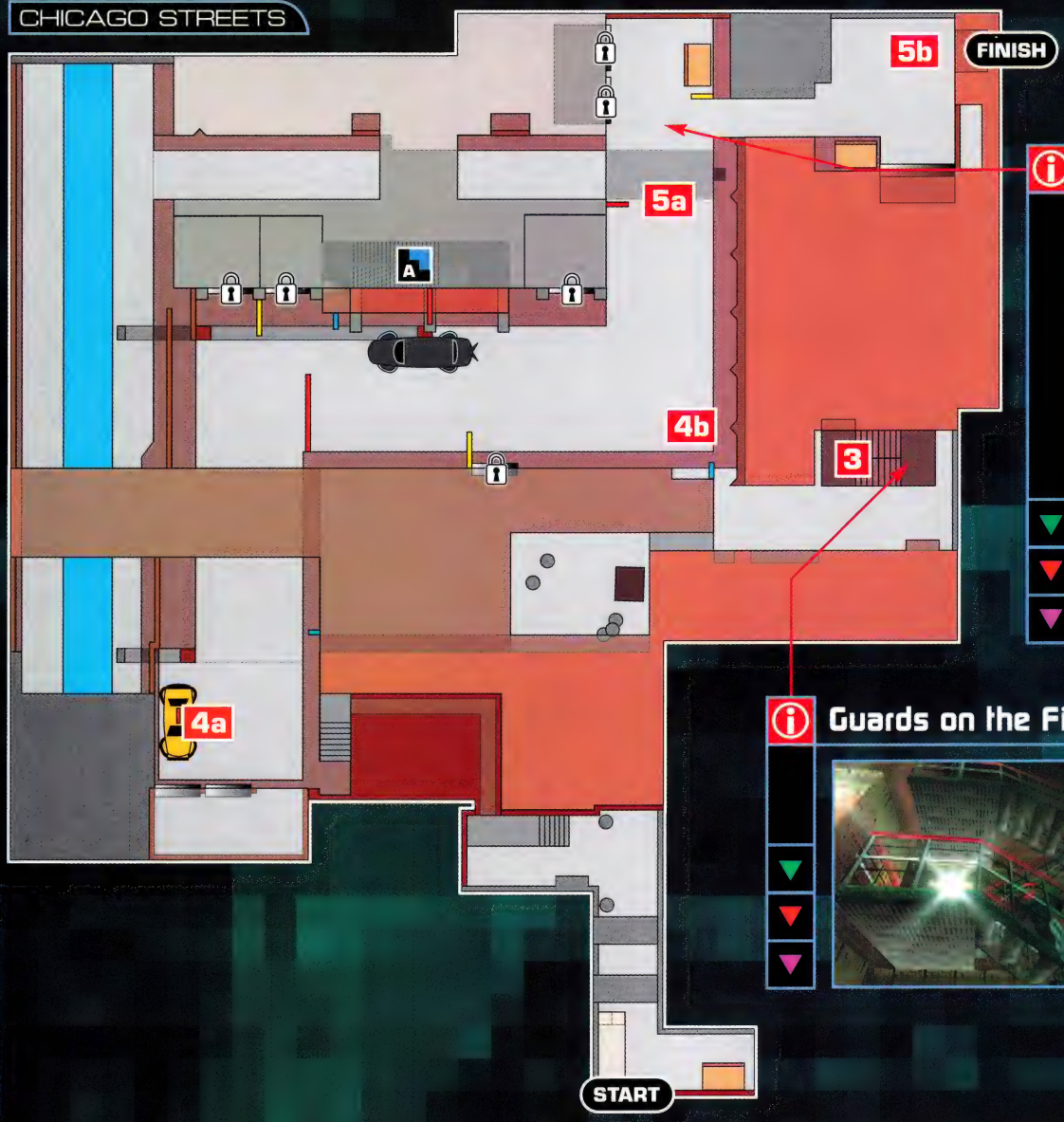


As a Perfect Agent, you will be asked to attach a tracer to the dataDyne limo. Go between the fences to the viaduct, crouch and enter the tunnel closest to where you came in. It is very long and will take you a while to get to the end.

2b



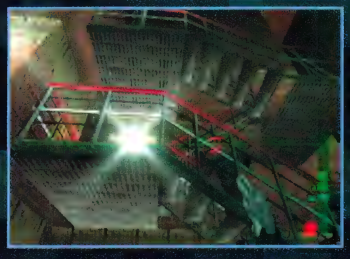
At the end of the tunnel, stand up, open the door and place the tracer bug on the underside of the limo. You will want to do this as soon as possible, as the limo doesn't stay in place very long. You may even want to do this first.



Objective Failed!

You must avoid the carport area around the corner from the yellow parking sign. If the guards see you, they will close the carport and you won't be able to complete your mission. The carport might also close if the security robot catches you going to or from the drain where your equipment is stored.

Guards on the Fire Escape



When you go to the fire escape area to plant your remote mine, be sure to target the guards up on the fire escape, or they will snipe you from above. Use the R Button to set that 2X scope into action, and catch those guards before they catch you.

3 Prepare an Escape Route

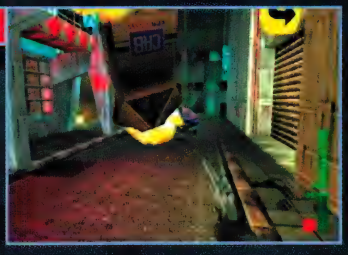
You can place the remote mine on either of the blocked-up doors on the fire escape. Be careful not to cap any civilians while you're clearing the area. The door you choose will affect your escape route on the next mission; the lower one may make your escape easier.

4 Create a Vehicular Diversion

4a

Take out your Reprogrammer and stand close to the taxi. Once the connection is established, duck behind the front or back of the taxi until the virus is downloaded. Stay close to keep the connection.

4b

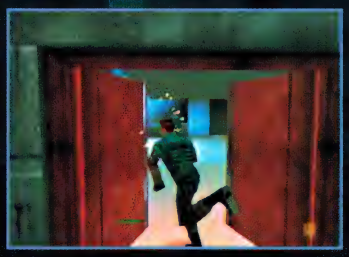


After a moment or so, the taxi will take off. After several more moments it will fly around then blow up, destroying the sentry robot and drawing all of the troops watching the carport. You will be able to walk around to the carport safely.

MAP KEY — Stairwell | Hidden Gun | Door | Locked Door | Shield (Agent/Special Agent)

THE POND PUNK

Enter the Pond Punk

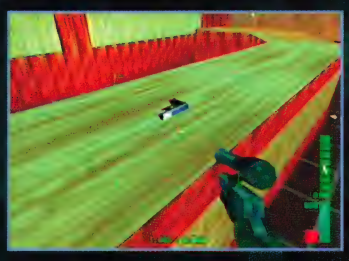


Take the door behind the limo to the Pond Punk. Three guards will be waiting down by a door. Use the Falcon 2's scope to take out a few, then run down and disarm the last one. The disarmed guard will enter the Pond Punk. Follow him inside.

The Shield under the Ramp

When playing in Agent or Special Agent mode, look for a shield under the last ramp by the door to the Pond Punk. You will have to crouch to reach it.

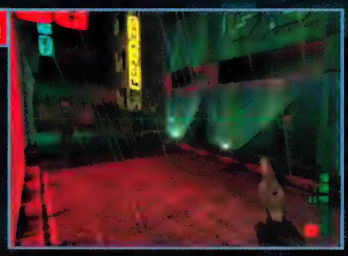
Second Falcon 2



You can pick up a second Falcon 2 inside the Pond Punk. Enter the club and turn to the left. On top of the bar you'll find the scoped Falcon 2, which will let you run around with two barrels blasting.

5 Gain Entry to the G5 Building

5a



Walk by the smoky remains of the taxi and take out the few guards remaining in the vicinity of the carport. Be sure not to hit a civilian at this late stage! If the alarm hasn't gone off, you'll have an easy time of it.

5b

You can then walk toward the carport without fear. Your path is open, and once you get relatively close to the carport a cinema scene should take over. Just don't hit the switch nearby that reseals the entrance.

FINISH LEVEL

UNLOCK CHEAT

DK Mode

A Rare classic, this cheat turns all of the characters into super-DK-deformed versions of themselves. The taller-than-normal characters have big heads, long limbs and skinny legs and are far more susceptible to head shots.

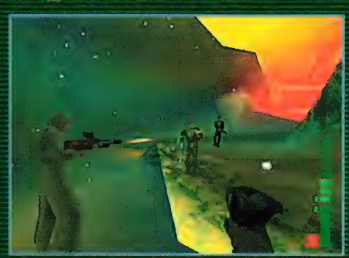
TIME TRIAL

UNLOCK CHEAT

To speed through this level, you'll need skill and excellent timing. Be sure to avoid detection while cruising through the streets—accurate, well-placed shots to the three men wearing darker-brown trench-coats will save you a lot of hassle from the guards. Enter the storm drain to pick up your equipment, then head back to the street and chuck the Tracer Bug on the limo's rear fender. Ignore the taxi. Instead, run into the alleyway, push the dumpster near the oil cans and blow it all up to get the BombSpy. Wipe out all of the guards near the fire escape and plant your Remote Mine on the lower door, then send the BombSpy into the carport and detonate it in the midst of the four guards. This will create an alternate diversion, making it so you don't need to reprogram the taxi. Once that's done, simply run to the carport to finish. As always, be careful not to hit any civilians!

TIME: Under 2:00

Psychosis Gun



Trent Easton's Area 51 experiments produced this bizarre weapon. The Psychosis Gun alters its victims' perceptions, causing them to see enemies as friends and friends as enemies. This psychosis makes them attack their own kind.

MISSION 3

G5 Building: RECONNAISSANCE

MISSION OBJECTIVES:

	AGENT	SPECIAL AGENT	PERFECT AGENT
1. Disable the Damping Field Generator	▼	▼	▼
2. De-activate the Laser Grid Systems	▼	▼	▼
3. Photograph the Meeting Conspirators	▼	▼	▼
4. Retrieve the Dr. Caroll Backup From the Safe	▼	▼	▼
5. Exit the Building	▼	▼	▼

BRIEFING

Specs of the G5 building show it to be heavily fortified—the only weak spots are the walls adjacent to the exterior fire escape. Most of the heavy electronics should be on the lowest level, while the lion's share of the building's guards are stationed on the ground floor where the conspirators are meeting. There is an alarm system that must be bypassed at all costs. If a guard triggers it, the conspirators will disperse.

CARRINGTON

Quiet as a mouse, Jo, or else this mission is all for naught. Many of the guards inside G5 will likely be using cloaking technology—if they are, you'll have your work cut out for you. We've seen cloaking prototypes that turn users into chameleons by reflecting the area around their body. The one thing that gives us a chance is the fact that they must de-cloak before firing, so make sure that your aim is true.

EQUIPMENT

Falcon 2 (Silencer) ▼▼▼

You should know this weapon well by now. The silencer will help keep guard awareness to a minimum.

CamSpy ▼▼▼

If you can't get close enough to the conspirators (which is likely, considering the importance of this meeting), send the CamSpy in to snap a hologram.

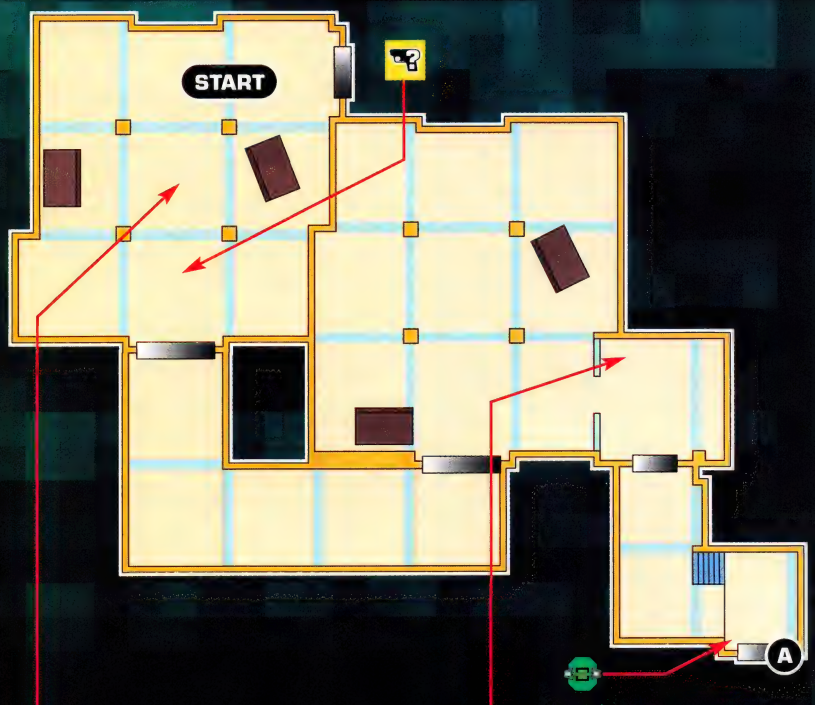
Door Decoder ▼▼▼

The safe containing Dr. Caroll's backup disk will no doubt have heavy encryption, but nothing the Door Decoder can't break through given enough time.

Remote Mine ▼▼

On Special and Perfect Agents, you'll have to blow the Remote Mine you placed earlier on the fire escape.

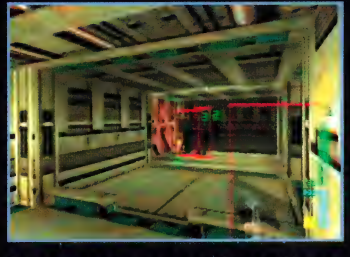
SECTION 1



Chameleon

At the start, you're instantly pitted against two guards with cloaking devices. Strafe to the right and shoot the first one as he hesitates by the dumpster, then watch for the second to appear. Look for faint distortion in the air as they move. The second guard to fall will drop a Keycard.

Find a Foxhole



Four cloaked guards spring to life as you walk between the glass partitions. Instead of engaging them out in the open, wait in the corner and use the Follow Lock-On setting on your CMP150 to track them. Hold down the trigger and let the gun do the rest.

MAP KEY — A Junction Point | Stairwell | Hidden Gun | Door | Locked Door | Shield (Agent)

Explosive CPUs

The room that controls the Damping Room Generator is full of computer mainframes, and a couple of shots will set them off, exploding in a chain reaction. On Perfect Agent you need the computer terminal, so be careful not to hit them.

Stay Silent

This room has many switches on the walls, but the most important one is the alarm. If any guard gets a chance to trigger this before you can take a hologram of the conspirators, the mission will be over. Be stealthy, but if things get hot, run to the alarm and protect it at all costs.

1 Disable the Damping Field Generator

This device is preventing the Carrington team from using any recording equipment, so you need to shut it down. Head downstairs from the room with the laser grids, then wipe out the entrenched guards without hitting the CPUs. Once you're safe, use the computer terminal to rid the area of the damping field.

SECTION 2

Put up Your Dukes

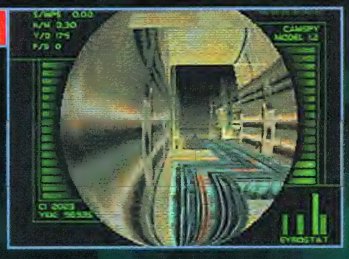
Eliminate the first cloaked guard in the initial room, then put your gun away. If you knock out the second guard with your fists, he'll drop a Crossbow.

2 Deactivate the Laser Grid System

You can just saunter upstairs on Agent level, but on Special and Perfect you must turn off all of the laser grid components. Find and deactivate each of the four consoles attached to the walls to afford yourself safe passage through the ducts. Be careful not to mistake the alarm for one of the laser grid consoles.

3 Photograph the Meeting Conspirators

After disposing of all the guards in the area, climb up to the upper platform and creep along the pipes until you can't go any farther. On Special and Perfect Agents, you will have to have deactivated the laser grids to proceed.



Once you can't proceed, deploy the CamSpy. You should know the controls from your earlier use of the device, but it's simple in any case. Roll straight ahead until you reach the meeting room. A cinema scene will fill you in on dataDyne's nefarious plans.

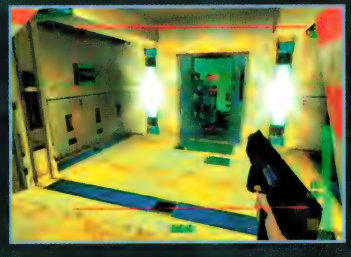
Another Alarm

Once you've taken the necessary hologram, hop down and blast the two guards. A third will walk into the room on patrol—dispose of him as well. If any of these guards reach the alarm, you'll find yourself swimming in angry, Magnum-toting enemies.

SECTION 2

4 Retrieve the Dr. Caroll Backup from the Safe

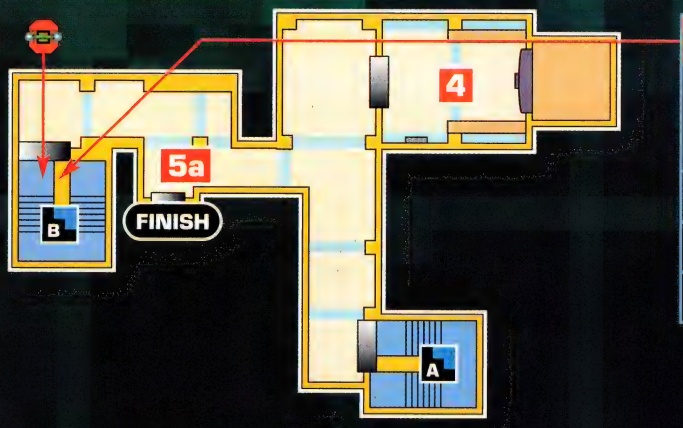
Clear out the area near the safe (being sure to pick up the Shield on Agent and Special) and then attach the Door Decoder to the display screen on the wall. An alarm will immediately go off alerting security to your location, so prepare for a fight. You should still have a lot of CMP150 ammunition.



Try to blast guys through the windows on the doors. Anytime the doors open, try to sweep your CMP150 across at about head level. The guards tote Magnums and often take time to aim them, so you have some leeway. The safe door takes some time to swing open, so don't try to rush it immediately after the code breaks.

MAP KEY: A Junction Point | Stairwell | Hidden Gun | Door | Locked Door

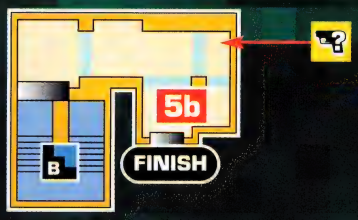
SECTION 3: LOWER LEVEL



Shields Up

If you're playing on Agent or Special Agent, another shield awaits you at this back landing. You'll have to fight your way to get it, but it's probably a good idea to wipe all of these guys out now so they don't attack you in the safe. It's also smart to learn your escape route.

SECTION 3: UPPER LEVEL



The Infamous N-Bomb

If you placed your Remote Mine on the top platform of the fire escape on the previous level, several N-Bombs will appear right next to your exit spot. Set a few of these bad boys on Proximity Detonation and leave them as booby traps.

5 Exit the Building

5a

Once you have the goods, blast your way out of the safe room. Depending on where you placed the remote mine on the previous level, you'll find the newly exploded exit either right near the safe room or upstairs on the very top of the fire escape.

5b

On Agent level Daniel's team blows open the escape route for you. On Special and Perfect you need to pull out your detonator and trigger the mine yourself. Try to clear your immediate area of all enemies before trying to pull out the detonator.

FINISH LEVEL

UNLOCK CHEAT

Small Jo

Once you beat the level on any difficulty, you'll gain the ability to shrink Joanna into a wee agent. Try picturing a Barbie Doll strolling around packing a Rocket Launcher— you'll begin to get an idea of how much fun this cheat is.

TIME TRIAL

UNLOCK CHEAT

TIME: Under 1:40

Cloaking Device

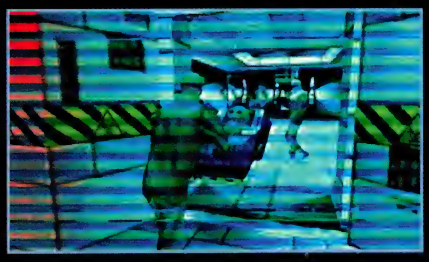
This time's impossible, right? Wrong. With a sneaky trick, you can just make it. Take care of the cloaked guards in the first two areas as fast as you can—you'll have to get lucky to be fast enough. Waste the three guards near the alarm, then climb into the overhead ductwork and place your CamSpy outside the meeting room. Do NOT send it in yet! Press A to leave it there, drop down and ice the two guards near the second alarm, then run upstairs, shooting guards as you go. Run into the safe room, install the Door Decoder then access your CamSpy and send it into the meeting room. Let the cinema play—while it does, the safe will slowly be unlocked and the time won't count toward your mission time. After the safe is open, grab the Dr. Caroll Backup and clear out. You can also access this cheat by plugging Perfect Dark for Game Boy into a Transfer Pak.

This sneaky cheat is no picnic to earn, but it's well worth it. With your Cloaking Device on, you'll be able to walk freely around levels checking out what the enemies do with their free time. Ah, the secret life of guards!

Shield (Agent/Special Agent)

MISSION 4

Area 51: INFILTRATION



MISSION OBJECTIVES:

	AGENT	SPECIAL AGENT	PERFECT AGENT
1. Shut Down the Air Intercept Radar	▼	▼	▼
2. Plant the Comms Device on the Antenna	▼	▼	▼
3. Disable All Robot Interceptors			▼
4. Gain Access to the Hangar Lift	▼	▼	▼
5. Make Contact with the CI Spy	▼	▼	▼

BRIEFING

Area 51 is an enormous complex, well designed and well guarded. The entrances to the sprawling underground research facility are protected by a state-of-the-art air defense system as well as numerous blast shelters and fortified sentry towers. Expect an extremely high number of enemy personnel to be present, both patrolling the grounds outside and guarding the hangar bays leading to the rest of the facility.

CARRINGTON

Sorry we can't get you in, Joanna—a desert drop is the best we can do because of their air intercept radar. Our spy inside will help you find our ally, but reaching the hangar will be a bear. Watch out for the guards, of course, and you really need to worry about the robot interceptors that brought our ally's craft down. Blow them up while they're still on the ground—if they get airborne, they'll cut you to pieces.

EQUIPMENT

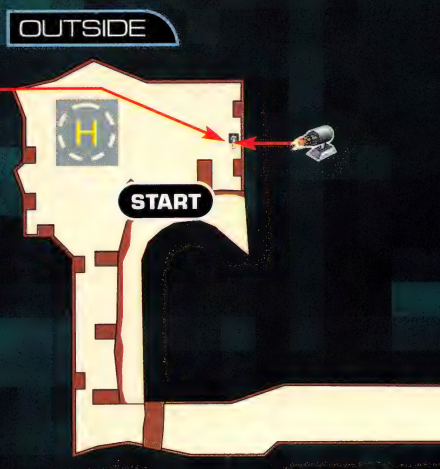
Falcon 2 ▼▼▼

Comms Rider ▼▼

This device can be attached to an antenna and then used as a "piggyback" for the Institute's radio signals. You'll need it if you want to stay in contact.

Explosives ▼▼▼

You're going to have to fly back out of Area 51 if you hope to escape. Use these explosives to shut down the radar systems that stand in your way.



Disable the Autogun

The opening cinema scenes operate in real time, so wait until the first guard patrol walks past your position before entering the level. Still, one of the guards on the helipad will run and activate the autogun as soon as he sees you. Eliminate him before he reaches it to save yourself a large dose of bullets.

Fire in the Hole

These guards occasionally toss grenades, so if you hear the clanking noise of one landing, make tracks before it blows. They also shout things when a grenade is airborne. If you hear "Fire in the hole!," "Get down!" or "Grenade!," watch out. When the smoke clears, engage.

MAP KEY — Junction Point (A) | Elevator (A) | Door | Locked Door | Autogun | Hidden Gun

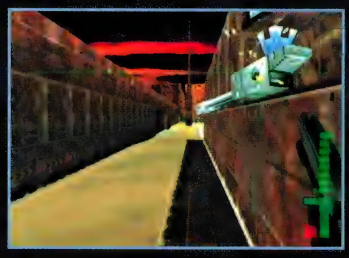
Fortified Defenses

The ground-mounted autoguns sprinkled around the exterior of the Area 51 complex are heavily fortified. Find a good place for cover and keep leaning out and blasting whenever their shooting pauses. Occasionally you can get an angle on them and blast them without having to dodge.

Open the Gate

The console in the sentry tower controls the main gate, but bear in mind that two guards and three wall-mounted sentry guns are waiting beyond it. You should take out the two guards in the tower at long range and watch out for three guards who come up the tunnel to ambush you.

Wall Guns



There are three wall guns around the perimeter of the air defense building, but if you come in through the rear crawl space entrance you can dispose of all of them before they see you. Shoot the two patrolling guards and then blast the guns from behind without fear of reprisal.

Rocket Launcher

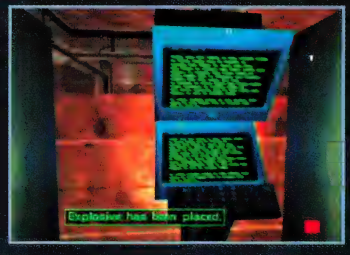
Once you've cleared out everything remotely dangerous inside the helipad area, find the little crawlspace just beyond the ladder down to the radar hub. You'll find a shield inside on Agent and Special Agent, not to mention a safe way to approach the small helipad where a Rocket Launcher rests.

Such a sweet weapon out in the open...there has to be a catch. There is. The helipad is surrounded by buried mines, so toss a grenade and try to set them all off. Their locations are shown on the map. Once you've blasted a path, you can grab the Rocket Launcher and crawl through a hole in the chainlink fence.

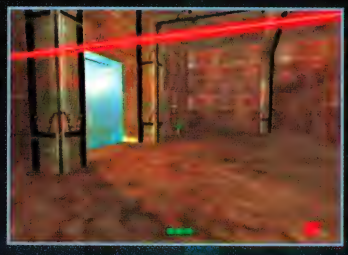
Hangar Lift Key

A technician is working on one of the robot interceptors on the helipad. This guy has the key to the hangar lift, so K.O. him before moving on—it'll behoove you to keep him alive. You should also blast the robot interceptor—if you leave it, it'll be airborne and ruthless when you return.

1 Shut Down the Air Intercept Radar



Head down into the bunker and enter the radar control room. Here's the perfect place for your Explosives—place them on the computer screen and bug out. You'll have only a short time to escape before the Explosives detonate.



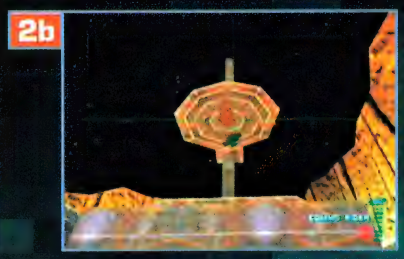
On Agent, all that you have to deal with is a few Dragon-toting guards. On Special and Perfect, however, you'll have to escape a flickering laser grid. Crouch low to avoid the high beams and wait until the lower beams are completely gone before proceeding.

RADAR ROOM

Shield
(Agent/Special Agent)

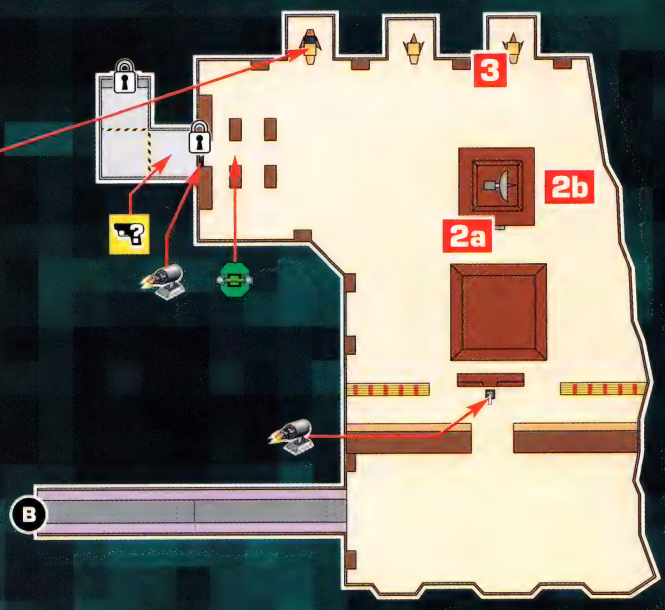
2 Plant the Comms Device on the Antenna

Be careful as you come out of the tunnel—there are tons of guards and a ground-mounted autogun. After you deal with them and the wall-mounted gun above the far base entrance, run over and cue the lit green console.

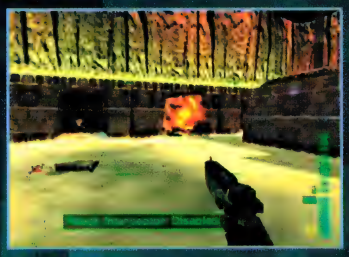


Once the antenna's down, you can throw the Comms Rider onto it. A flood of guards will pour out of the opposite entrance as soon as you do, so be ready. If you have one, fire a rocket into the doorway as it opens.

OUTSIDE: ANTENNAE ARRAY



3 Disable All Robot Interceptors

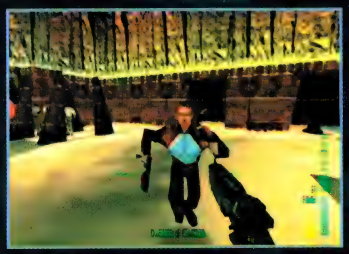


You have to worry about this only on Perfect Agent, but you can do it on any difficulty level. Blast the pair in the hangars here—they won't put up a fight. The most important one is back inside the main gate. If you didn't take care of it when you were back there, it'll be in the air and seriously hard to deal with.

Ground Transport

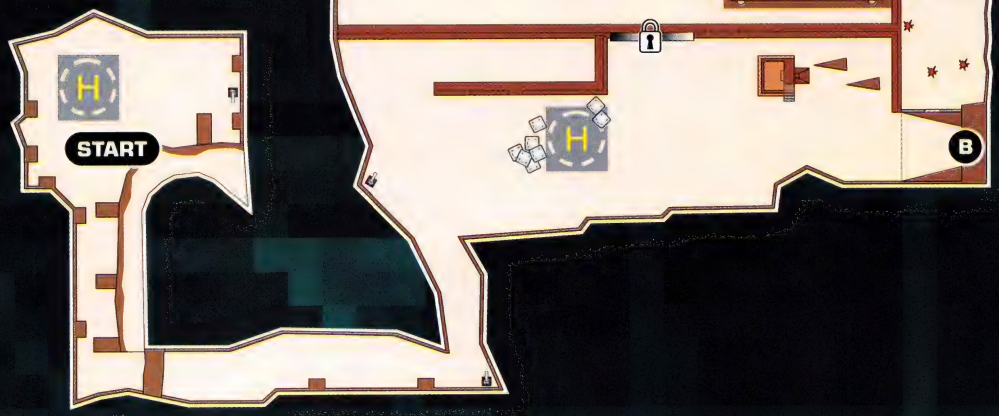
If you don't want to deal with the flood of guards, simply position the jetbike in the third hangar nearby. As soon as you attach the Comms Rider, hop on the bike by pressing B twice. Speed your way up the tunnel to the hangar lift to leave the pursuing enemies in the dust.

Double MagSecs



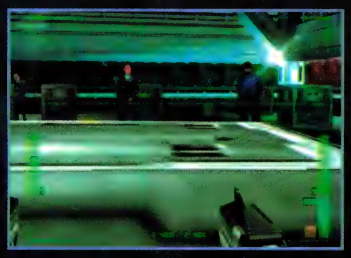
The first guard to attack after you attach the Comms Rider will be clad in a brown and white bodysuit. He'll be a little stronger than the rest, but if you can dispose of him, you'll pick up double MagSecs and be in great shape for the hangar assault.

OUTSIDE



MAP KEY: A Junction Point | A Elevator | Door | Auto Door | Autogun | Hidden Gun

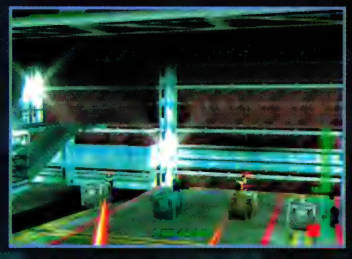
4 Gain Access to the Hangar Lift



The only thing you'll need to access the Area 51 hangars is the Hangar Lift Key you took off the technician on your first pass through the area. Activate the console attached to the left hand lift—if you enter the right lift, two guards will attack you from within.

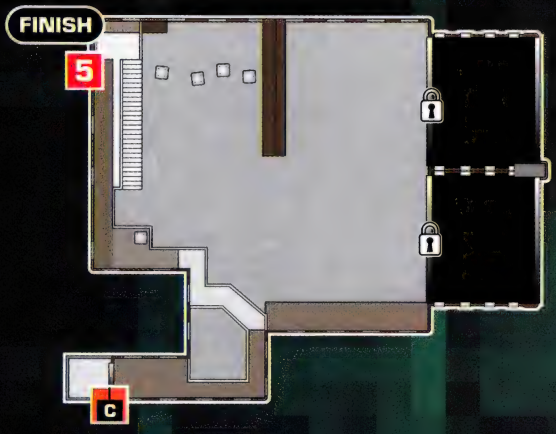
HANGAR: UPPER LEVEL

5 Make Contact with the CI Spy



The vast hangars are filled with guards packing Dragons. Get ahold of a Dragon immediately and then find cover behind some crates for the fight. On Special and Perfect, take an elevator down—blasting the guards waiting for you—then deal with the four entrenched enemies guarding the door where your spy awaits.

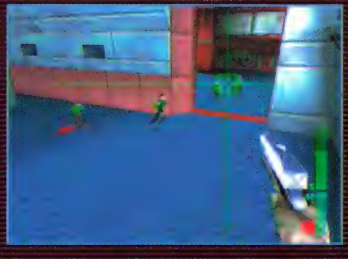
HANGAR: LOWER LEVEL



FINISH LEVEL

UNLOCK CHEAT:

Small Characters



If you thought it was fun shrinking Jo down to pint size, try doing it to all of her enemies. These little vermin become nearly impossible to hit, but it's kind of fun playing exterminator and chasing them. Watch out, though—they can still shoot.

TIME TRIAL

UNLOCK CHEAT

Eliminate all the guards at the beginning, taking out the sentry guns as you go. Do not engage the men in the guard tower from afar—simply run in a serpentine motion to avoid their fire and charge up the ladder to ice them. Once they're gone, throw a grenade into the mine field and run down the tunnel to deal with all of the guards and the lone sentry gun. Run around the building and cue the antenna, then throw your Comms Rider onto it and haul back up the tunnel without engaging anyone. There will be a robot interceptor in the air, but if you move fast you shouldn't take much damage. Cut through the mine field and drop into the bunker. The technician with the lift Keycard will be down there, so do him in and place the explosives. Exit and run to cue the left-hand lift—if you're fast, the sentry guns and robot interceptor will miss you. Once you're below, run and gun to the end.

TIME: Under 5:00

Hotshot

Sure, Velvet Dark is a pretty good buddy to help you play through the levels, but this guy is even better. Armed with two Magnums—one of the gold-plated variety—the Hotshot buddy does a pretty good Dirty Harry impression.

MISSION 4
Area 51: RESCUE

MISSION OBJECTIVES:

	AGENT	SPECIAL AGENT	PERFECT AGENT
1. Destroy the Computer Records	▼	▼	▼
2. Locate the Conspiracy Evidence	▼	▼	▼
3. Obtain and Use the Lab Technician Disguise		▼	▼
4. Gain Access To the Autopsy Lab	▼	▼	▼
5. Rescue the Crash Survivor	▼	▼	▼

Quietly Pick off the Guards

At the start of the mission, leave the crate in the corner, walk to the next hallway and wait for some guards to come into view. Take the guards out from a distance. Sneak around crates to clip the remaining guards. Try to approach the guards from behind if possible. Several guards carry grenades—be very careful.

BRIEFING

This is a complicated mission that covers several sections of Area 51. You start in a hallway leading to a well-guarded storage area. You can come out blasting, but it's somewhat easier to let the guards come to you. Careful navigation around the storage area will allow you to pick off the guards quietly from behind or below. It's easy to become disoriented within such a large area. Pay attention to your surroundings.

CARRINGTON

Our friend doesn't have much time, Joanna. You must insinuate yourself into the laboratory and rescue him. I know you like to challenge your enemies face to face, but you'd be better off avoiding as many confrontations as possible until you have to dash directly into the fray inside the autopsy lab. Stay calm, be patient and let your targets come to you at first. There will be plenty of action in the lab.

EQUIPMENT

Falcon 2 (Silencer) ▼▼▼

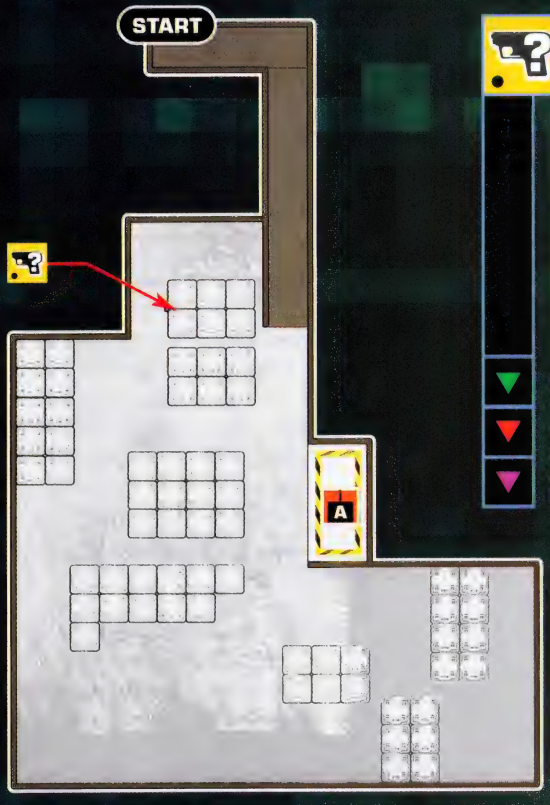
X-Ray Scanner ▼▼▼

Use the scanner to find a weak wall and to look inside the cryochamber's containment units to obtain evidence of an interplanetary conspiracy.

Data Uplink ▼▼▼

Use the Data Uplink to plant a virus that will open all the doors in this area, allowing you to destroy computer records in a previously locked room.

WAREHOUSE: LOWER LEVEL

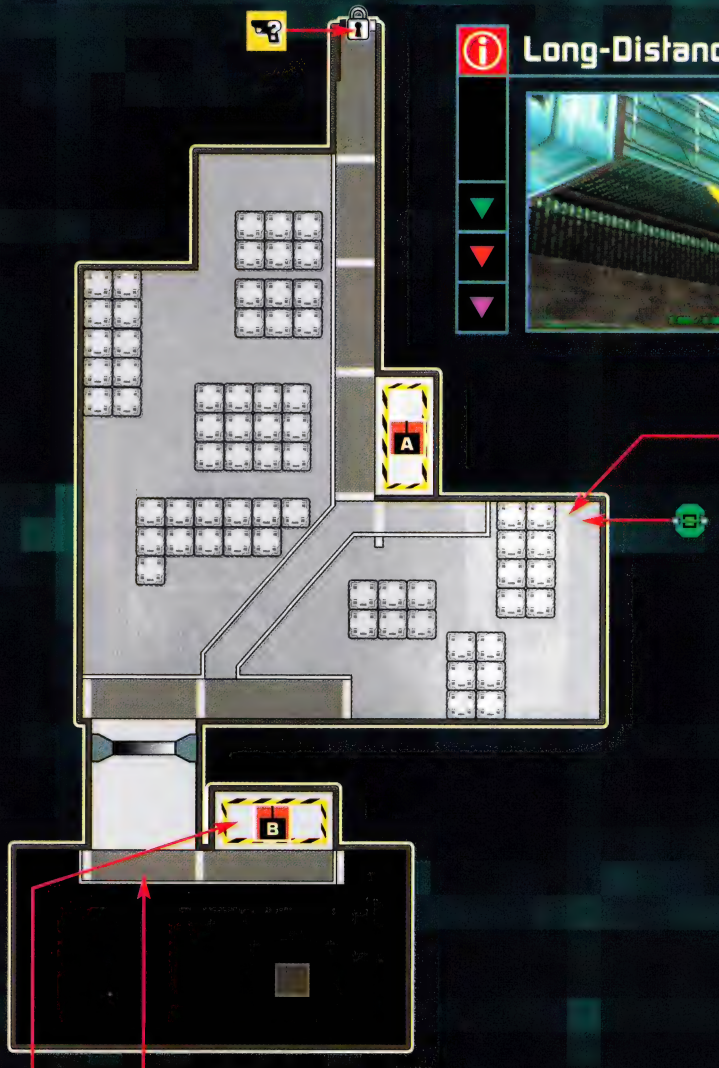


Double Falcons

Between some crates right next to where you stood to cap the guards you will see an oil drum. Shoot it from a distance. After it explodes, crawl into the gap and pick up a second Falcon 2 with a silencer.

MAP KEY: A Elevator | Door | Locked Door | Hidden Gun | Shield (Agent)

WAREHOUSE: UPPER LEVEL



Long-Distance Elimination

Three guards are waiting on the metal walkways above the storage area. Two guards are stationed at a door at the far end of the room, and one is around the corner from the elevator—eliminate them from below, run back and grab your crate then jump on the elevator.

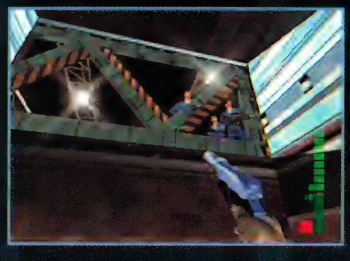
Shield Your Assets

One of the guards will drop a shield after you give him the business end of your Falcon 2. He is initially stationed around the corner from the elevator, but he will leave his post if he hears or sees something suspicious.

Explosive Situation

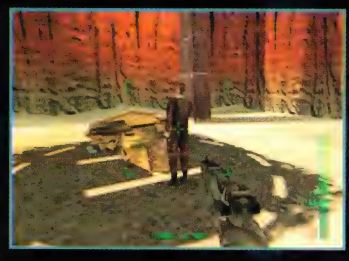
Walk through the door, then proceed slowly until you can see part of the guards' legs. If you go too far, they will spot you. Once you see them, open fire with your most powerful weapon.

Fish in a Barrel



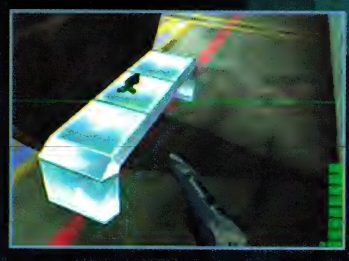
The guards may come down on the elevator to you, or they may wait outside the elevator on the next floor for you. Look up while you're riding the lifts to make sure nobody opens fire on you from above.

Phoenix Rising



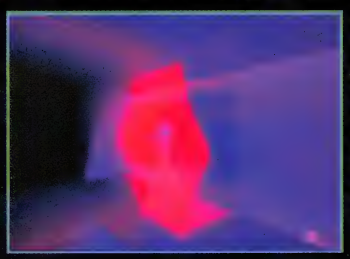
If you left the technician in the main helipad alive on the previous level, he will give you access to a hidden gun inside the base itself.

Try opening the locked door at the end of the long upper walkway. The technician will open it from the other side. Follow him to an elevator—feel free to leave him alive.



Take the elevator up to a secret area. On a bench across from the windows lies the Phoenix, an alien gun with rapid-fire and explosive capabilities.

Break on through to the Other Side



Ride up the elevator with your crate of explosives and follow the long walkway almost to its end. Your X-Ray Scanner will show you that the X-marked wall is weak. Place the crate by the "X" and walk a good distance away from it.

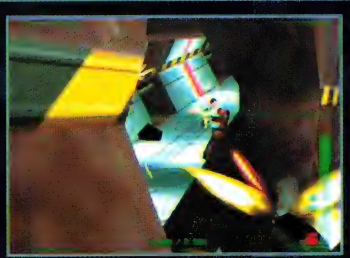
Blow up the crate from a safe distance. Any weapon will work, but the Phoenix's explosive shells do the job with one shot. You can use the X-Ray Scanner to spot guards waiting for you on the other side of the wall.

If you lose the crate or accidentally blow it up in the wrong place, you can still blast through the wall with the Phoenix's explosive shells.

Science Can Be Cruel

You do not need to enter this room. If you do, the scientist will try to knock you out, but he has no weapon and is easily subdued. You can put the virus on his computer and make it disable the autogun in the room across the hall to make your job there easier.

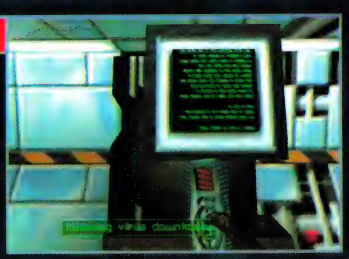
Crossfire



Peek through the wall with the X-Ray Scanner to check for guards. You don't want to be caught between two or more guards! Approach the hole in the wall slowly with your weapon of choice drawn, ready to fire.

1 Destroy the Computer Records

1a

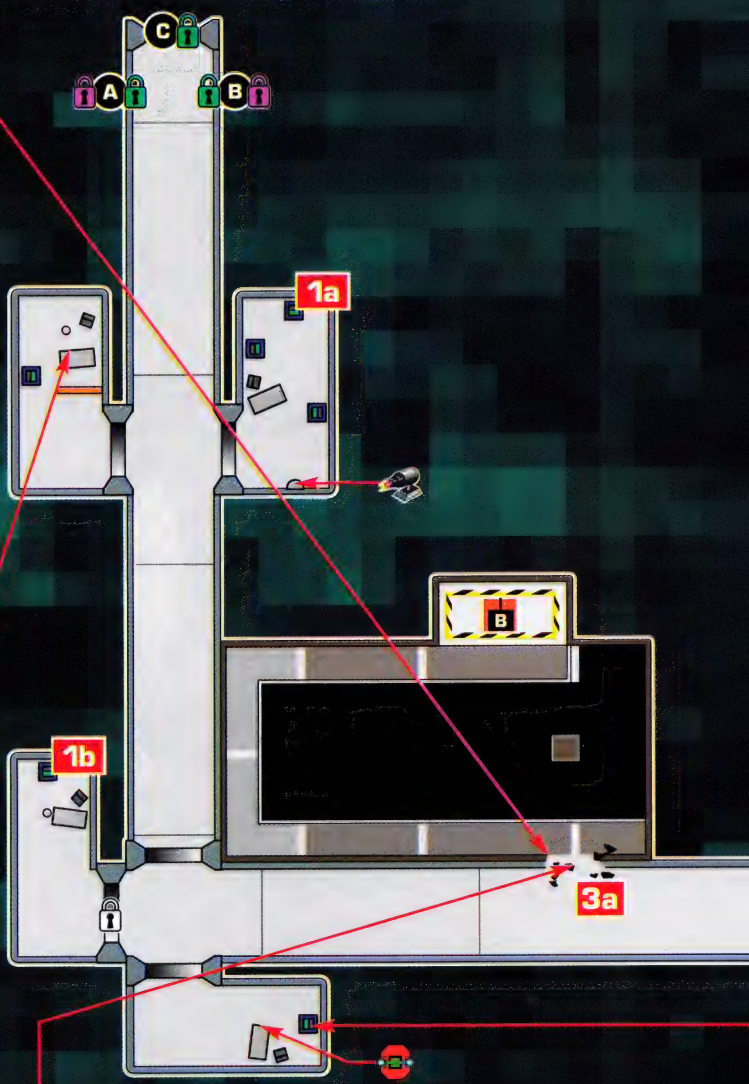


As a Perfect Agent, use the Data Uplink to infect the security systems of this area. This will unlock the door to the next area (1b), giving you access to the computer you need to destroy. You will have to fight off guards an autogun.

1b

Two guards are posted inside this room. Take care of them, then destroy the computer. The combination of the virus and this computer's destruction will complete your second Perfect Agent objective.

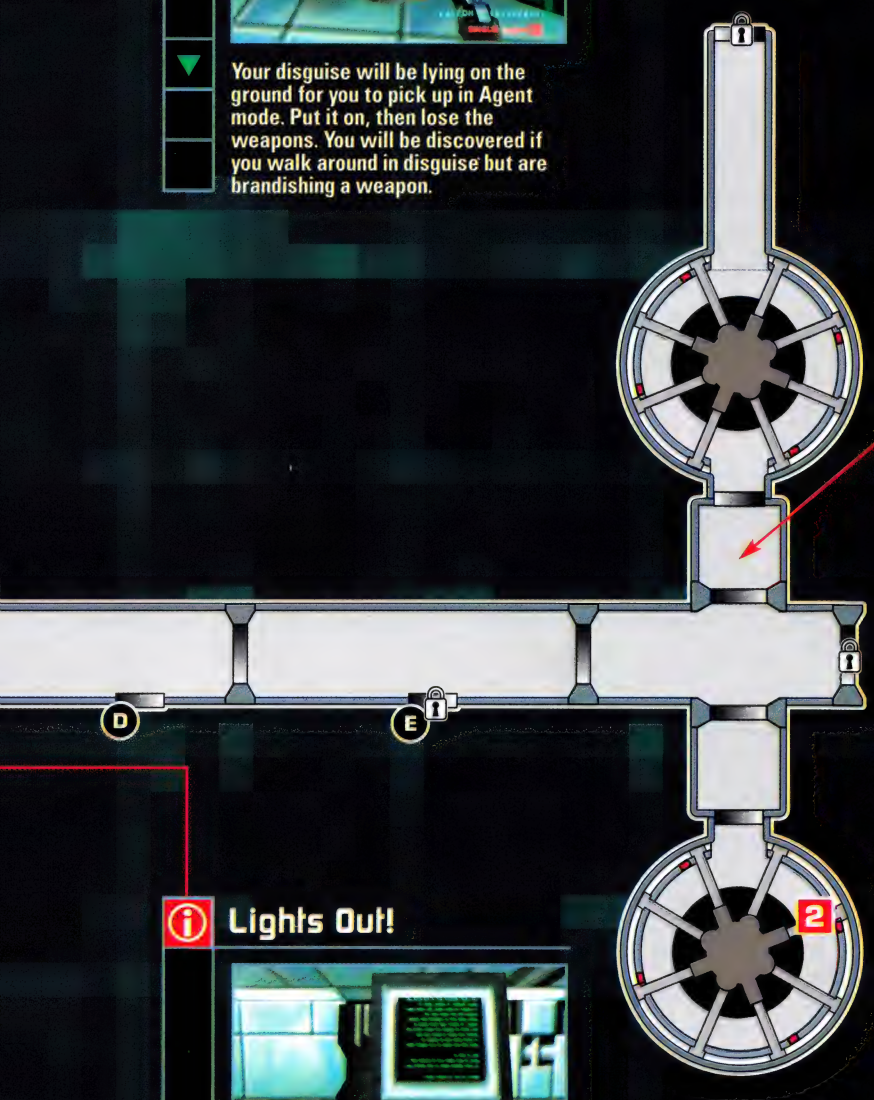
AREA 51: RESEARCH FLOOR



MAP KEY — A Junction Point | A Elevator | Door | Locked Door | Locked Door (Agent)

3a Obtain and Use the Lab Technician Disguise

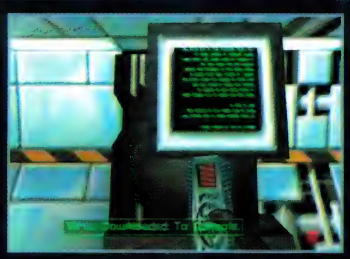
Your disguise will be lying on the ground for you to pick up in Agent mode. Put it on, then lose the weapons. You will be discovered if you walk around in disguise but are brandishing a weapon.



Drug Guns

The scientists covered from head to toe in light blue scrubs and dark goggles are carrying drug guns that blur your vision and otherwise disorient you. You must put them down immediately, or they will continue to drug you, leaving you rather helpless. The drugs take a while to wear off.

Lights Out!



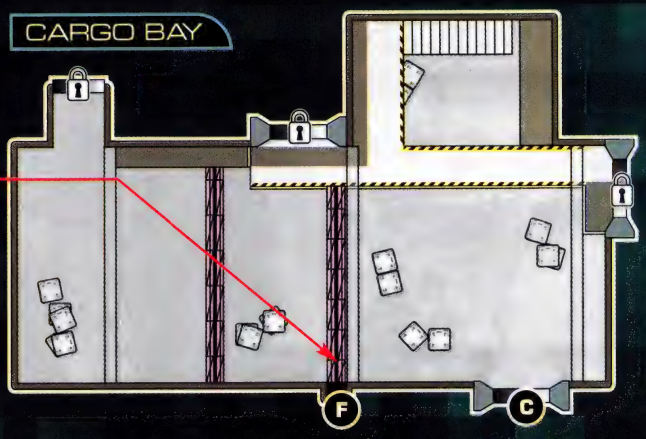
Do not download the virus to the computer in this room. It will cause the lights in this sector to malfunction and make it impossible to shut off the auto defenses at another terminal.

2 Locate the Conspiracy Evidence

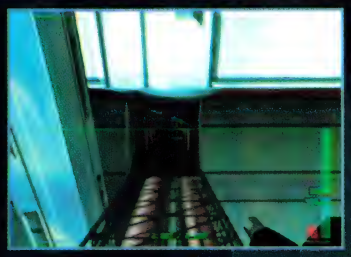
Neutralize the scientists and guards in this room, then use the B Button to raise all four of the containment units in the room. The conspiracy evidence is stored within one of these units.

Engage the X-Ray Scanner and examine every containment unit until you locate the evidence you need to prove there is an interplanetary conspiracy afoot.

Locked Door (Perfect Agent) Autogun Shield (Agent/Special Agent)



Crawl to the Showers

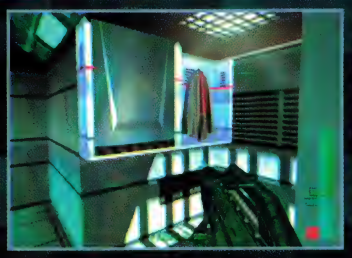


The guards are usually grouped near the far-left corner of this practically empty storage room. Remove the enemy threat with shells or grenades, then climb up the ramp. Crawl across the metal vent then drop down into the showers.

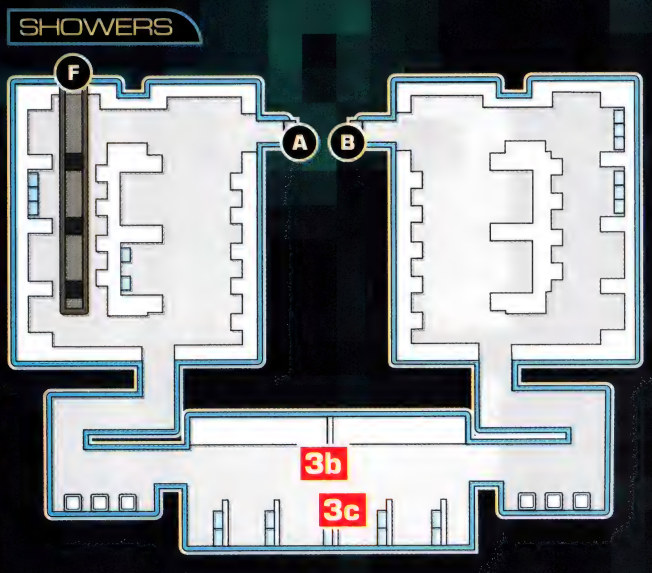
3b Obtain the Laboratory Technician Disguise

Enter the shower area on Special Agent level. You will run into a guy carrying the Lab Technician disguise. Silence him and take the clothes he drops. Do not let him escape—he will alert the guards to your presence.

3c Obtain the Laboratory Technician Disguise



On Perfect Agent, drop down into the shower area. Stop the man inside from leaving by any means necessary, then look inside the lockers near the showers for the disguise.

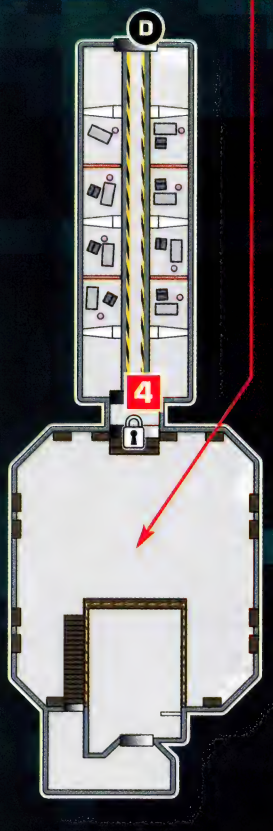


4 Gain Access to the Autopsy Lab

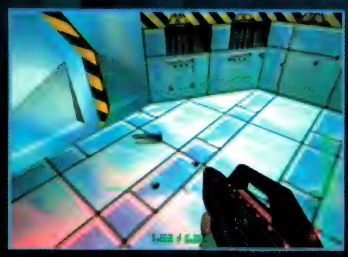
Put on your disguise, put away your weapons and hurry to the angled, silver door closest to the hole you blew in the wall to get into this part of Area 51. Walk down to the locked door with the long, skinny window. A guard will speak to you and let you in. Draw a weapon as the door opens and get to work.

MAP KEY A Junction Point | Door | Locked Door

LAB ONE



Pick up the Med Lab Card

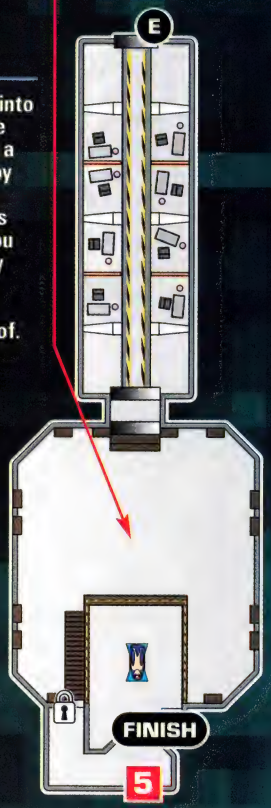


Shoot through the glass to eliminate the lab tech inside and get his Keycard. Pick it up and battle your way back out. Take a right out of the lab you were just in, go down the hallway and look to the right for another angled, silver door.

Battle into the Lab

Blast your way down into the inner lab, open the doors and prepare for a fight. You must destroy all of the enemies quickly, or the doctors will harm the alien. You cannot blast your way through these glass windows around the lab—they're bulletproof.

LAB TWO



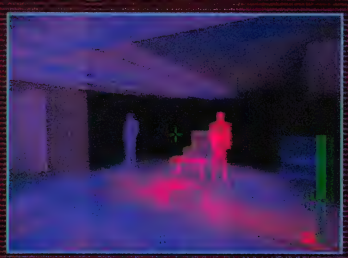
5 Rescue the Crash Survivor

Search all the enemies you've felled. The last enemy you disposed of will drop a Keycard that will let you through the last door. Enter this door to complete your final objective.

FINISH LEVEL

UNLOCK CHEAT

X-Ray Scanner



The X-Ray Scanner gives you the power to see through many solid objects, including walls. You can use it to look for enemies in the next room or area before you enter it.

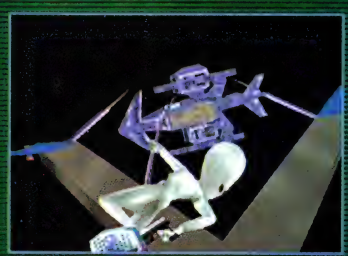
TIME TRIAL

UNLOCK CHEAT

TIME: Under 7:59

Play as Elvis

Suspicious minds know that many levels are tough to finish in under eight minutes—and this is an enormous one. There are two ways to complete it quickly, both of which are very dangerous. Either drag the box of explosives along with you or abandon the box, run quickly to the elevator and grab the Phoenix. You have to take guards out carefully if the box is with you, which is harder to do when you're in a hurry. Once you blow up the wall, head left and take your picture, hit the room where you download the virus, then destroy the computer with the evidence in the other room. Don't enter any other rooms—you don't have time. Head all the way back to the other hall, blow a grenade to draw a guard from the bathroom, run in, get the disguise and fly back to the angled doors. If you zip through the rest of the level as outlined, you'll be able to mess with the Maian.



Playing as Elvis presents you with a new perspective on the game and a bit of a challenge. You are shorter and slower as the Maian, and your bigger head is easier to target. It is very amusing, however, to see Elvis behave like Joanna in the cinemas.

MISSION 4
Area 51: ESCAPE

MISSION OBJECTIVES:

AGENT	SPECIAL AGENT	PERFECT AGENT	
▼	▼	▼	1. Locate the Alien Tech Medpack
▼	▼	▼	2. Rendezvous with the CI Spy
▼	▼	▼	3. Locate the Secret Hangar
▼	▼	▼	4. Revive the Maian Bodyguard
▼	▼	▼	5. Escape from Area 51

BRIEFING

Many of the areas you passed during the previous mission, Area 51: Rescue, will be unlocked during this mission. Like your escape from dataDyne Central with Dr. Caroll, your Area 51 escape will send you unloading round after round on swarms of enemies as you flee with an indispensable ally. In this case, there are two allies: the alien crash survivor and the Carrington Institute's Area 51 spy, Jonathan.

CARRINGTON

Now that you've met our friend, you must escape with him. He's a Maian bodyguard for the ambassador whose ship was gunned down, and that's about all I have time to tell you. Right now, you've got more pressing matters at hand. Nerve gas is fuming into the lab and our spy on the scene, Jonathan, is on the brink of being exposed. Get the Maian bodyguard to safety, Joanna, then rendezvous with Jonathan—he knows the way out.

EQUIPMENT

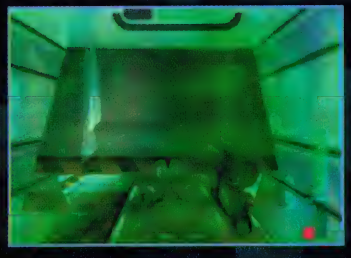
Falcon 2 (Scope) ▼▼▼

Alien Tech Medpack ▼▼

The alien AutoSurgeon device is the ultimate first-aid kit carried on board every Maian space craft. The Medpack works only on the alien race known as Maians, and it automatically diagnoses and treats their ailments. Through its advanced technology, the AutoSurgeon can mend Maian wounds without incision, and this is the very thing that will revive Elvis from his unconscious state.

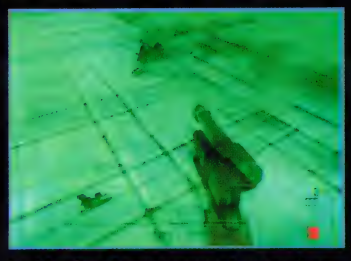
Out of Gas and into Trouble with Elvis

The surgeon was a bit over-zealous in trying to prevent you from making off with the alien. Releasing nerve gas into the area, he quickly succumbs to the fumes, and you will, too, if you don't make it through the next four doors with the Maian.



The doors will open automatically when you approach them, though you may have to walk up fairly close to one for it to detect your presence. If one doesn't open when you approach it head-on, sidestep toward it since the hoverbed you're pushing may be preventing you from getting close enough to the door.

In the Operating Room



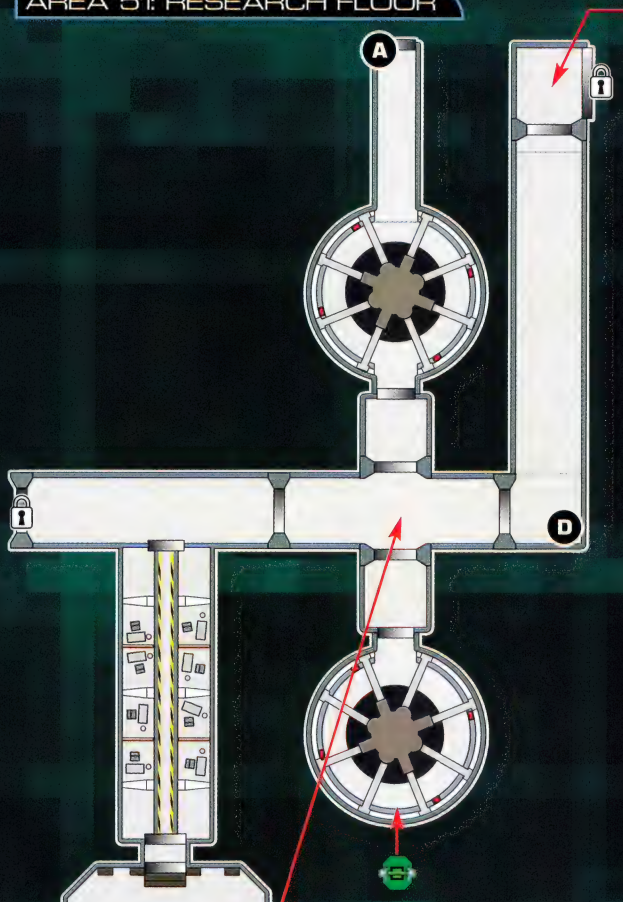
Inside the glass-encased operating room behind your starting point lie the two fumigated surgeons. At their sides are Falcons, and by grabbing both guns you'll be able to brandish one in each hand. But be quick about the operation or the spreading gas will take its toll.

Just Say No

Hang a right after exiting the long corridor filled with chairs and partitions. Open the door to escape the gas, then blast the two lab techs in front of you before they can attack. Both shoot Tranquilizers, and if you're hit, the drugs will impair your vision temporarily.

MAP KEY — A Junction Point | Door | Locked Door | Hidden Gun | Shield (Agent)

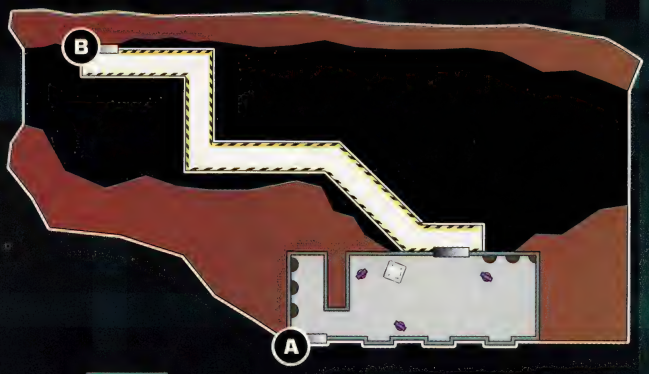
AREA 51: RESEARCH FLOOR



Leave the Maian for Jonathan

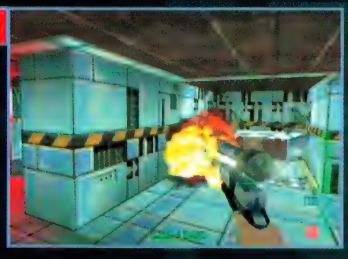
Carry the little guy down the sloping hallway and leave him in the chamber at the bottom. When you reach it, Jonathan will radio you and inform you of the maintenance hatch he has opened for you. To find it, head back to where the two guards tried to drug you, then enter the door on the right.

MAINTENANCE AREA



1 Locate the Alien Tech MedPack

1a

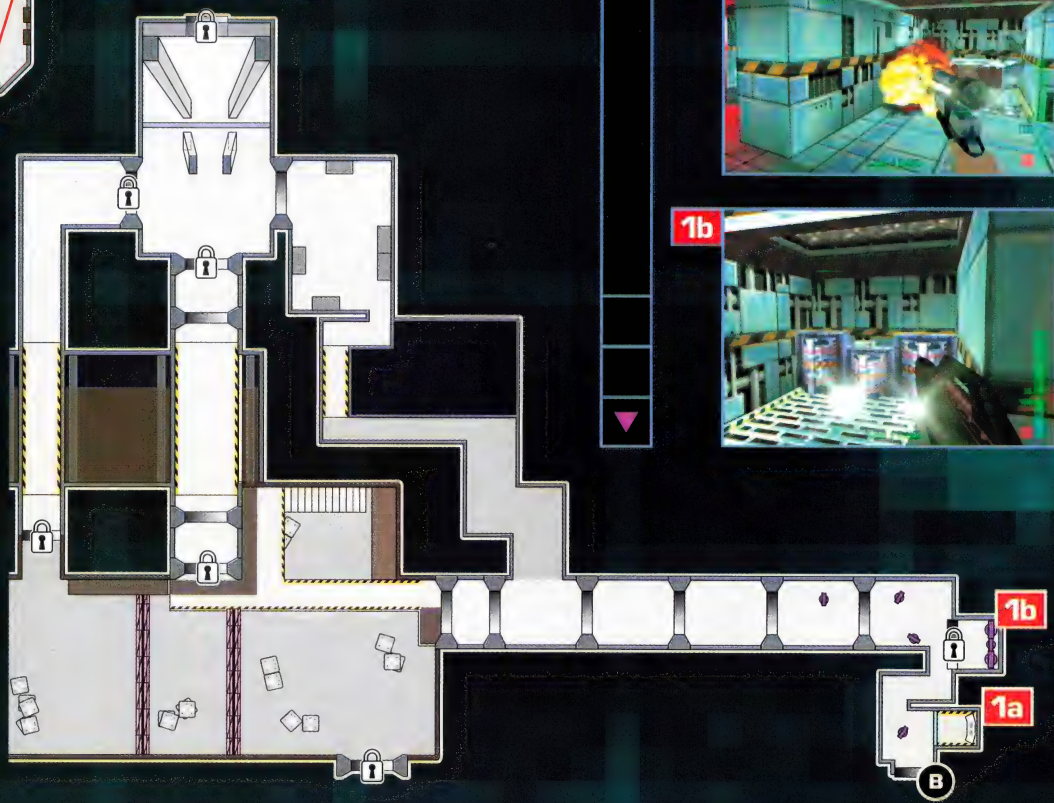


Push the oil can to the glass partition, back away to a safe distance then shoot the drum. When it blows up, it will shatter the glass, allowing you to access the terminal that unlocks the Medical Containment door.

1b

Press B at the terminal at 1a, then round the corner and take out the guard. The door next to him is the Medical Containment entry that you've just unlocked. Open it to find the Alien Medpack.

CARGO BAY



2a Rendezvous with the CI Spy

In Agent Mode, Jonathan will meet you on the other side of the bridge at the terminal that controls the Medical Containment door. When you find him, cross the bridge again and return to the maintenance area room at point 3 on the map.

2b Rendezvous with the CI Spy

In Agent Mode, the hallways beyond the Medical Containment area are sealed off. In Special and Perfect Agent Modes, those corridors are open and Jonathan will be down one of them. As soon as you rendezvous and he tells you that you need to reunite with Elvis, pump lead or fire a grenade into the door to the right of him. Your preemptive strike will stop one wave of soldiers.

3 Remote Mines

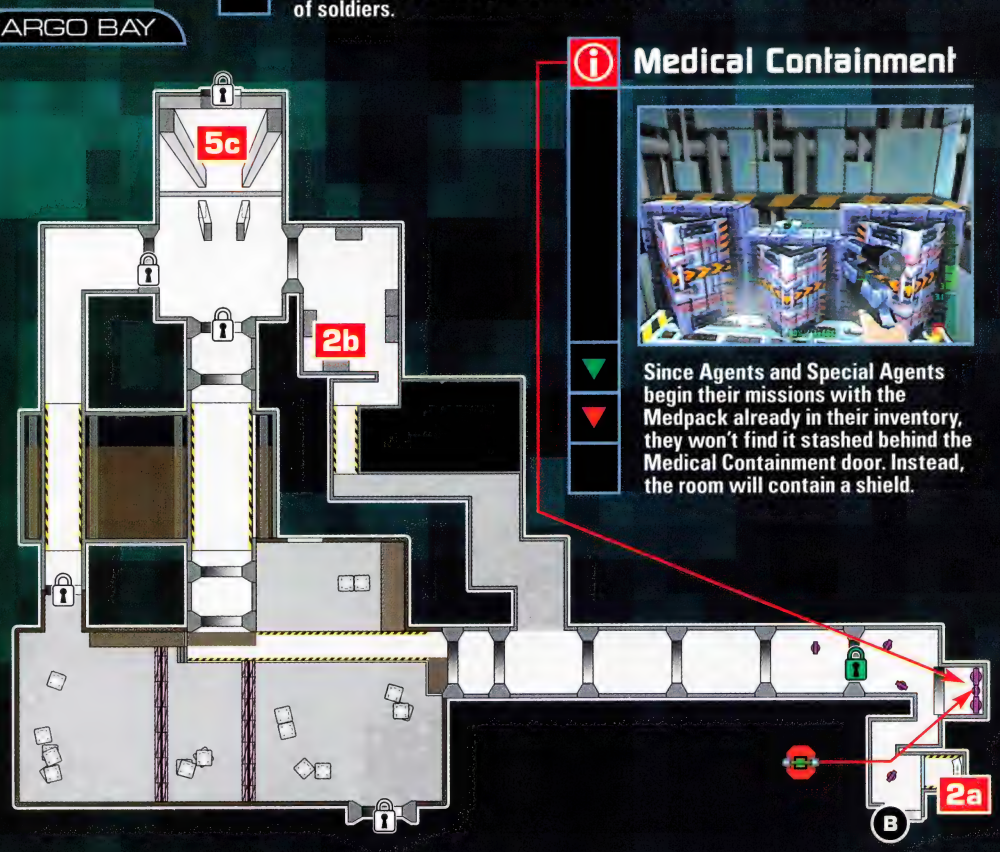
If you manage to get the Maian to the containment area in under 36 seconds, three Remote Mines will appear in this area. To make the sprint, you'll have to fire accurately with the Maian in tow.

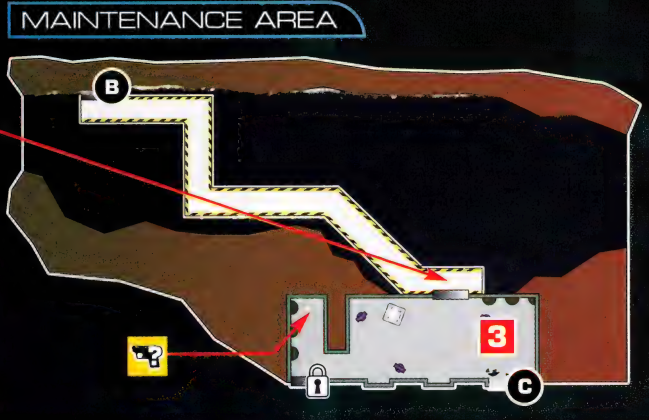
Medical Containment

Since Agents and Special Agents begin their missions with the Medpack already in their inventory, they won't find it stashed behind the Medical Containment door. Instead, the room will contain a shield.

Bomb Squads

Press and hold B to equip the Super-Dragon's secondary function. Since hordes of enemies will close in on you, use the gun's grenade launcher feature to deal with multiple soldiers in a single explosive move.





3 Locate the Secret Hangar

Lead Jonathan back to the maintenance area. If any enemies are tailing you, he'll fall back to take them out, so clear out as many soldiers as possible before heading for the room. When you both arrive there, Jonathan will rig some explosives to the wall to blast an exit to the Secret Hangar. Lob grenades to cover his back as he works.

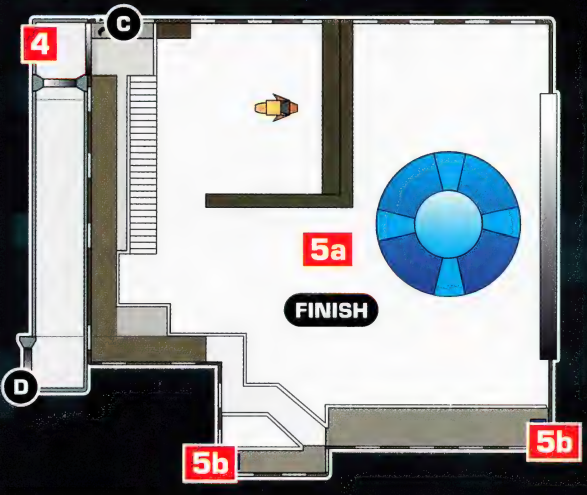
MAP KEY — A Junction Point | Door | Locked Door | Locked Door (Agent) | C Shield (Agent/Special Agent)

4 Revive the Maian Bodyguard

Open the door that's beneath the ramp on the hangar's ground floor to find your unconscious alien. On Agent you'll just go to a cinema scene, but on Special and Perfect you'll have to activate the Medpack and prepare for an assault.

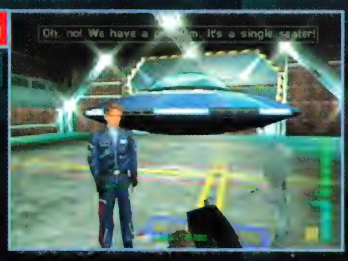
After you activate the Medpack, pull out the SuperDragon in anticipation of the guards coming from both doors. Soldiers will flood into the corridor and the hangar, so switch to the grenade-launching mode once you have some space to fight.

SECRET HANGAR



5 Escape From Area 51

5a



When you escort Jonathan and Elvis to the flying saucer in the Secret Hangar, Jonathan will volunteer to stay behind to open the hangar doors. From there, you can successfully finish the mission a few different ways. One option is to cover him as he opens the doors.

5b

The quickest way to finish the level is to let Jonathan activate one of the computers on the catwalk. While he accesses it to open one set of hangar doors, head to the other computer to open the other set of doors. When both doors are open, the saucer will be able to make its escape, and you'll complete your mission.

5c

You can also open the hangar doors yourself. Cue the two computers on the catwalk, then hop onto the jetbike and fly through the halls to exit through the door near the room where Special and Perfect Agents rendezvoused with Jonathan. If you take this route, Jonathan will give you a little help in Mission 7.

FINISH LEVEL

UNLOCK CHEAT

SuperDragon

Once you successfully complete your mission, you'll unlock the SuperDragon cheat that will enable you to use the grenade-launching firearm on any Cheat Solo Mission. The weapon is a surefire way to clear out plenty of enemies at once, so pack the weapon when entering heavily guarded areas.

TIME TRIAL

UNLOCK CHEAT

TIME: Under 3:50

Invincible

You are at the mercy of Jonathan through much of this level, so you'll need to make up time between his two "cover me" sequences to complete the Agent-level time trial. Push Elvis directly to his hiding place, stopping only for a few seconds to eliminate the enemies with Tranquilizers. Head for Jonathan's rendezvous location without stopping. You'll have time to finish off enemies on the way back. Fire a grenade from the SuperDragon at the greeting party in the room where Jonathan plants the explosives. Once he opens a hole in the wall, jump off the ramp to the door below then open the door to start Elvis's cinema scene. Immediately stop the scene then run to the flying saucer to start the conversation sequence. While Jonathan and Elvis prattle, take up position on the upper walkway near the blast hole to finish the level.

If you like to laugh in the face of danger, get your guffaws by activating Invincibility. The cheat will make you bullet- and fireproof, so you'll be free to explore areas without worrying about survival. Invincibility works great for practicing time trials, but keep in mind that you can't use cheats to unlock other cheats.

MISSION 5
Air Base: ESPIONAGE

MISSION OBJECTIVES:

	AGENT	SPECIAL AGENT	PERFECT AGENT
1. Obtain the Disguise and Enter the Base	▼	▼	▼
2. Check in the Equipment			▼
3. Subvert the Security Monitoring System	▼	▼	▼
4. Obtain the Flight Plans from the Safe			▼
5. Board Air Force One	▼	▼	▼

BRIEFING

The air base in Alaska was built into the side of a sheer mountain. The docking bay for the tram and the main security checkpoints are on the upper levels, but the hangar containing Air Force One is several stories below. Two lifts—one a freight elevator and the other a personnel transport—are the only ways up and down. An already large security force has been expanded because of the President's presence.

CARRINGTON

I'm convinced that Trent Easton is about to move. His meeting with the President is bound to be the catalyst for dataDyne's plans, so it's absolutely imperative that you get on board Air Force One. I can't stress enough the importance of not harming innocents—use whatever nonlethal means necessary to put the stewardess and any other security out of commission. When the time for deadly force comes, you'll know it.

EQUIPMENT

Crossbow ▼▼▼

This wrist-mounted Crossbow is perfect for sedating non-combatants. Since it folds up to aid concealment, it takes a few seconds to load and fire it.

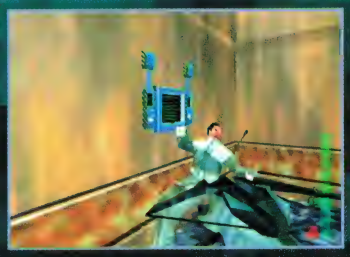
DrugSpy ▼▼▼

Like the CamSpy and the BombSpy, the anti-gravitational DrugSpy is perfect for covert snooping. Use its drug-tipped darts to knock out any air base staff.

Horizon Scanner ▼▼▼

Although you probably won't use it that much inside the air base, this optical aid will come in handy out of doors. It zooms up to 31 times normal vision.

Guard the Alarm



There aren't many guards outside on Agent level, but on Perfect and Special you'll have to deal with several. Sedate them with your Crossbow or DrugSpy and protect the alarm located on the wall to the right of the main door—if a guard sets it off, you'll never get inside the base.

1 Obtain the Disguise and Enter the Base

1a

The stewardess will start making her way through the tram tunnel with several armed guards the moment this mission starts, so intercept her as soon as possible. Knock her out before she reaches the base and grab her spare uniform.

1b

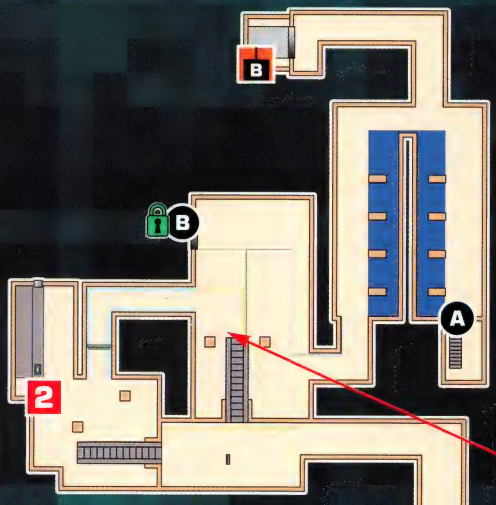
Once you've taken care of all the outdoor guards, disarm yourself and put on the disguise. Head into the side entrance and take the elevator to the top to grab the Suitcase. If you don't K.O. the pilots, they'll raise the alarm.

1c

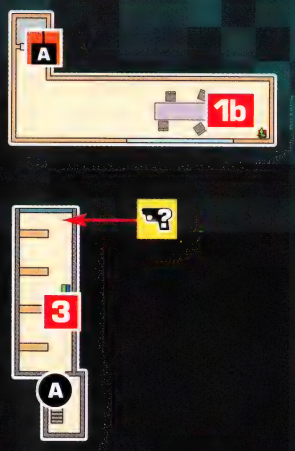
If you approach the front desk in your disguise without any visible weapons, they'll wave you through. If you're playing on Agent level, you can bypass going upstairs to get the Suitcase, since you don't have to check in your equipment.

MAP KEY: Junction Point (A) | Elevator | Door | Locked Door | Locked Door (Agent) | Hidden Gun

AIR BASE: MAIN FLOOR



AIR BASE: 2nd FLOOR



2 Check in the Equipment

On Special and Perfect, you need to stash your gear. After stealing the pilot's Suitcase from upstairs, go down to the baggage conveyor and place the Suitcase on it. Your time limit depends on the level.

Trouble

Near the second escalator is a man in a dark suit who gives you the first clue that something bad is about to go down. Knock him out if you have the time and no one's looking, but remember that reaching the security station is priority one.

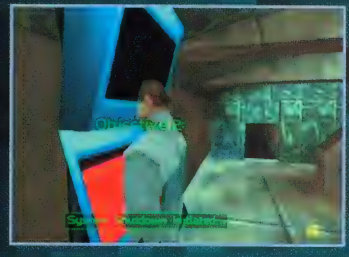
Twin DY357s

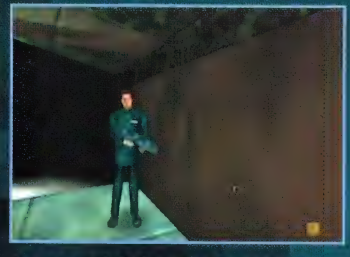
If you take care of both Magnum-carrying guards—one at the base of the escalator and the other guarding the freight elevator—and the lackey in this station before subverting security, you'll get twin Magnums.

Proximity Mines

If you follow the tram tunnel all the way out to the embarkation point, you'll discover four Proximity Mines lying in the snow. These motion-sensing explosives will heighten your survival chances on Agent.

3 Subvert the Security Monitoring System



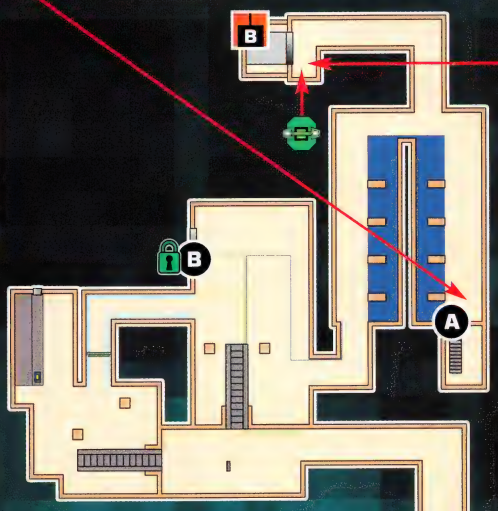


Come straight here on Agent after getting in—on Special and Perfect you'll have to run here after checking in your Suitcase or the bag will be scanned and you'll be discovered. Knock out the black-clad NSA lackey and shut off the computer. Prepare for a serious fight.

Takeover

As soon as you subvert the security, Trent's men will take over the air base. Use the Avenger you took off the man in the security control room to hold off the wave of black-clad terrorists that assault you. Collect all the ammo they drop, then make your way carefully through the base.

AIR BASE: MAIN FLOOR



Get the Shield

The man guarding the freight elevator here has a shield on Agent level, so be sure to relieve him of it. He'll also drop a powerful DY357 Magnum handgun that should become part of your arsenal.

4 Obtain the Flight Plans from the Safe

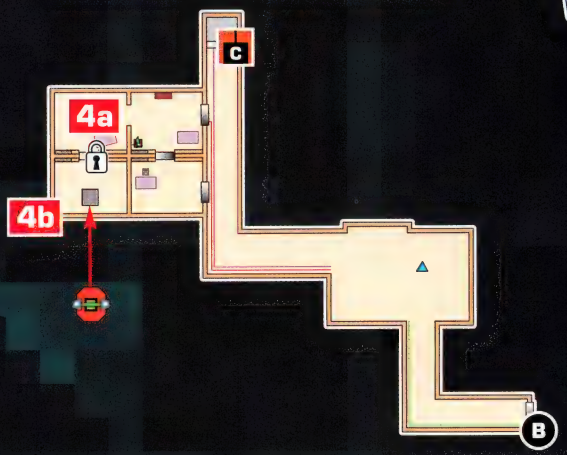
4a

On Perfect Agent, you'll need to acquire an item from the air base safe. Blast your way into the interrogation rooms, being careful not to shoot the civilian. From a distance, shoot the mine attached to the door and step back.

4b

Once the glass has broken, crouch down and maneuver your way through the shattered window. The controls for the safe are in the far-right corner on the wall—simply open the sliding case, press the button and then recover the flight plans from inside the vault.

INTERROGATION ROOMS

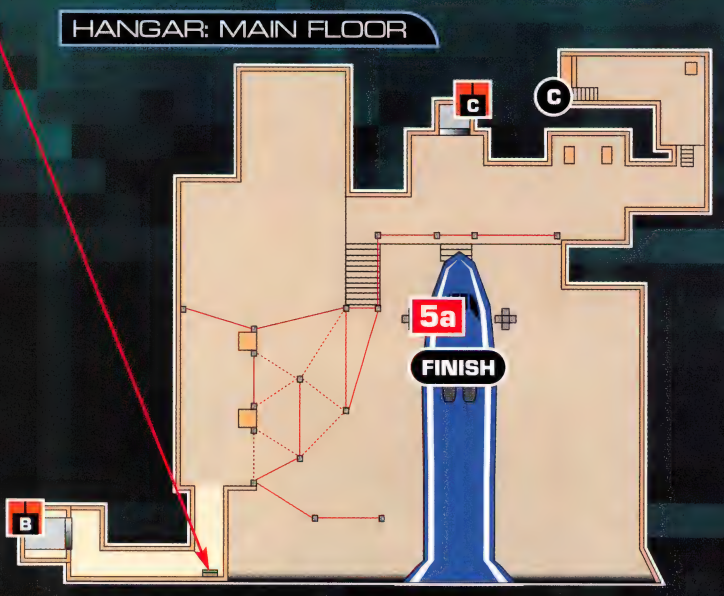


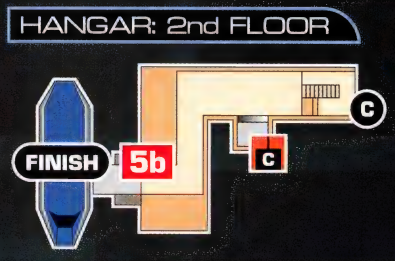
MAP KEY: A Junction Point · A Elevator · Door · Locked Door · Locked Door (Agent) · Shield (Agent)

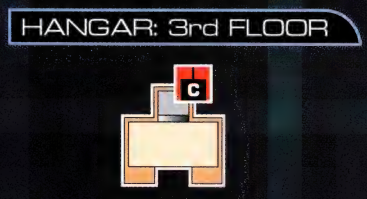
Overload the Laser Defense Grid

No matter what level you're playing on, this may be the easiest way on board. If you blow up the console on the ground level of the hangar, the laser defense grid will short-circuit. The lasers will flash intermittently, allowing you to slowly make your way through the deadly maze.

Before entering the maze, camp in a safe spot and take out the swarm of guards that will pour out of the far end of the hangar. If any of Trent's men are still alive and in the vicinity when you start to negotiate the maze, they'll drench the area in gunfire and bounce you off the beams.





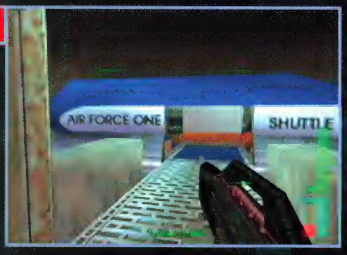


5 Board Air Force One

5a

There are two ways onto the President's craft, and the first is through the cargo hold. From elevator B, clear out the hangar, blow up the console on the wall and then wander with extreme care through the flickering laser grid. Ascend the ladder to infiltrate the ship. If you get in this way, you'll start in the cargo bay in the next level.

5b



The second way is ideal on Perfect, but you can access it on any difficulty. Take the personnel elevator C and get off on the floor above the hangar. You'll have to battle a lot of guys in tight confines, but you can board the plane through the shuttle. You'll start on the main deck of Air Force One in the next mission.

FINISH LEVEL

UNLOCK CHEAT:
Team Heads Only

If you really, really like hunting Rare personnel, you can equip this silly cheat. Instead of drawing on the vast pool of random enemy faces that Rare accumulated, this makes only the Perfect Dark team's noggins appear in the game.

TIME TRIAL

UNLOCK CHEAT

TIME: Under 2:59

Precision trumps speed if you want to beat the target time on Special Agent. Don't get the wrong idea—you need to be lightning fast—but you also need to be perfectly accurate in your attacks and movements. Make tracks for the stewardess, perfectly sniping all the guards with your Crossbow on the way. Once they're all out cold, throw on the disguise and run upstairs to grab the Suitcase. Make your way into the base, check in your gear and haul up to the security station to turn off the machine. While the NSA man shoots the other guard, knock him out and grab his Avenger, then run downstairs and cut a swath through the flood of attackers as you run for elevator C. Take it to the bottom, then immediately close the doors and go one floor up so you can run into the shuttle and finish the level. You'll have to get lucky with the timing of the elevator to beat this time.

Unlimited Ammo - No Reloads

Obviously this cheat is pretty challenging to earn, but just look at the payoff. You can hold the Z Button indefinitely and just keep firing with any of your weapons without having to worry about that pesky reloading detail.

MISSION 5

Air Force One: ANTI-TERRORISM

MISSION OBJECTIVES:

	AGENT	SPECIAL AGENT	PERFECT AGENT
1. Locate and Retrieve the Equipment	▼	▼	▼
2. Locate the President	▼	▼	▼
3. Get the President to the Escape Capsule	▼	▼	▼
4. Secure the Air Force One Flight Path		▼	▼
5. Detach the UFO From Air Force One	▼	▼	▼

BRIEFING

The President and his security force have no knowledge of Trent's takeover of the air base, so business will be as usual aboard Air Force One. The plane is enormous, as befits the head of the United States, complete with lounges, first class cabins, a full kitchen and, of course, the presidential suite. The belly of the plane contains both an escape pod and the cargo bay, both of which are vital to this mission.

CARRINGTON

You have to get yourself and the President off that plane as fast as possible, Joanna. Since the President is still unaware of the kidnapping plot against him, Trent will believe he has plenty of time to set his plan into motion. I'm sure that once the President sees the evidence we've uncovered he'll follow you to the escape pod, but if things go wrong you may have to improvise. Be careful, Jo—it's a long way down.

EQUIPMENT

Laptop Gun ▼

You'll have to retrieve this from the cargo bay on Special and Perfect. Its sentry gun function will come in handy.

Combat Boost ▼▼▼

These stimulants are designed to aid combat by slowing time down to a crawl. You have only two of them, so save them for the most dire situations.

Suitcase ▼

On Special and Perfect you recover this from the cargo bay. It contains the Laptop Gun, Timed Mine and evidence.

Timed Mine ▼

This mine will be your only way of detaching the umbilical to Trent's attack ship. It has an extremely short fuse and can also be used as a Threat Detector.

CARGO DECK

Operate the Lifts

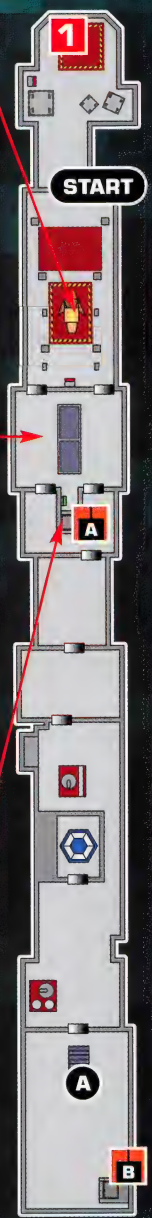
There's a small, red console here, and activating it with the cargo bay guard's Keycard will cause the lift holding the jetbike to descend below the bay. If you don't lower the bike, it won't show up at the crash site on the next mission.

Subdue the Help

Two flight attendants are busily preparing food in the galley belowdecks, and they'll recognize you as the imposter you are. Knock them out or else they'll run around the plane alerting guards to your presence. Do not use lethal force or you'll fail the mission.

Use the Dumbwaiter

The President's security staff bought your disguise before, but once you retrieve the evidence they'll mark you as a terrorist. Avoid any contact with them by taking the dumbwaiter up from the galley—it'll put you right outside the door to the President's lounge.

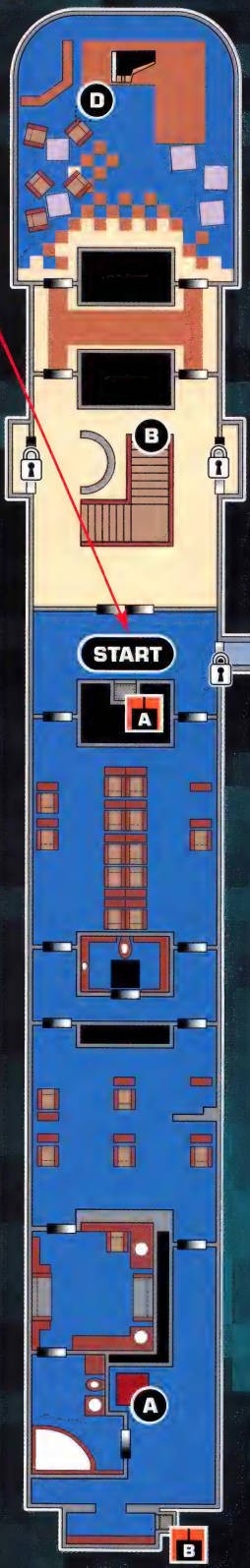


MAP KEY — A Junction Point | A Elevator | Door | Locked Door

1 Locate and Retrieve the Equipment

You start off with the conspiracy evidence in hand on Agent level, but if you're playing on Special or Perfect you have to retrieve it from the cargo bay. The guard with the Keycard may recognize you as an imposter, so disarm him and then knock him out to get his Keycard and proceed.

MAIN DECK



Another Starting Point

Your starting point in this mission is dependant on how you finished the last one. If you boarded Air Force One through the cargo bay in the base of the ship, you'll start belowdecks. If you boarded using the presidential shuttle, you'll start out here, right next to the dumbwaiter.

UPPER DECK

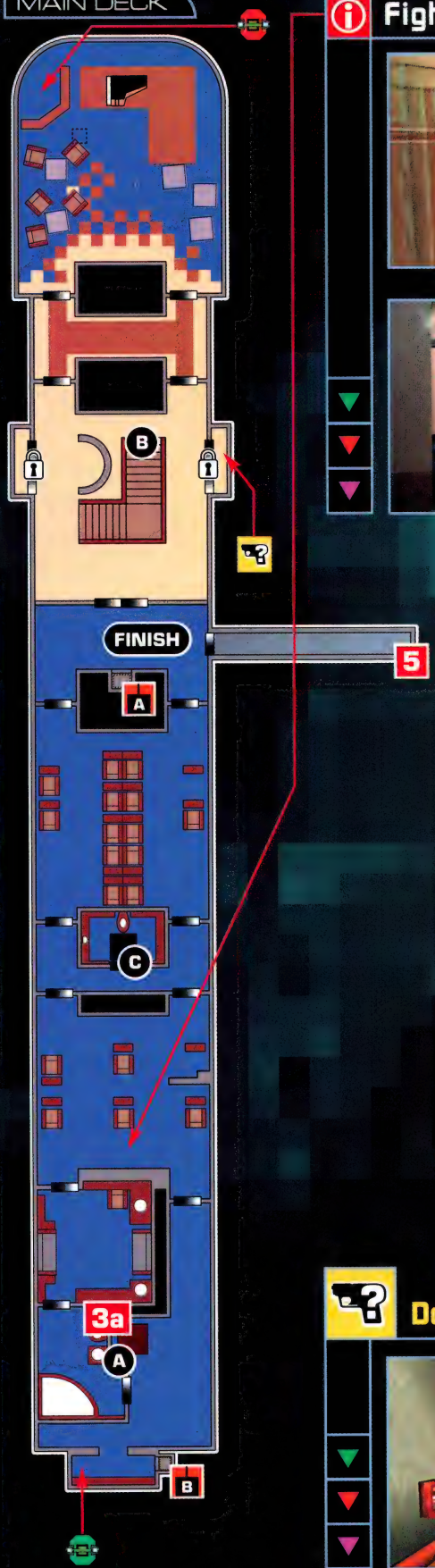
2 Locate the President

The President is waiting upstairs. You can just saunter up there on Agent level, but if you're playing on Special or Perfect, the guards will recognize you and open fire with Cyclones. Run up the stairs, take a left and enter the President's room to avoid contact.

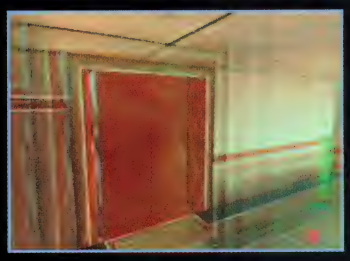
Stand by Your Man

As soon as the terrorists board the ship, run down the main stairs and take out anyone you see. The President's security force will wipe out some of them, but they won't hold out forever. Stick close to the President and grab any weapons that the security personnel drop.

MAIN DECK



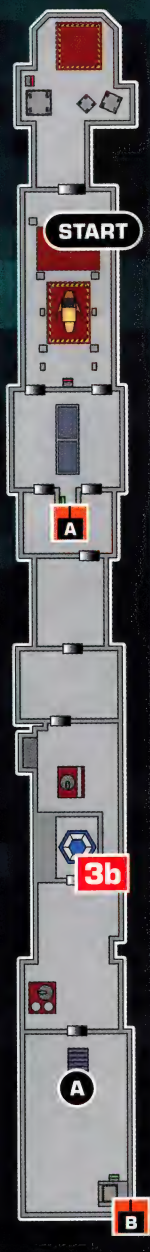
Fight the Slow Fight



Catch your breath for a second outside the room where Trent is waiting with two armed Blondes. This is the perfect time to use one of your Combat Boosts, but make sure no guards followed you first. Once you're in slow motion, pull out a Cyclone, Laptop Gun or K7 Avenger and walk through the door.

Open up on the Blondes bracketing Trent as soon as you step through. If you aim at their heads, you should take advantage of your slow motion and eliminate them before they can hit you. Don't waste time or ammo shooting at Trent, as he is invincible. Check your back for guards and then move on with the President.

CARGO DECK



3 Get the President to the Escape Capsule

3a

Clear the area around the hatch to the cargo deck, then open it. A guard will likely start firing from below, so plug him when he pokes his head out. As soon as the way is clear, dive down the ladder and open the door.

3b

Dispose of the last terrorist guarding the escape pod and open the door. The President will have followed you down the ladder, and at that point he'll run inside the room with the pod. The moment he does, you can stop worrying.

Double Cyclones

The pair of guards at the base of the ramp to the second floor has Keycards that open the closets on either side of the plane. You can knock them out early or return here after the terrorists have offed them—either way, open the doors with the Keycards and get double Cyclones.

MAP KEY — A Junction Point | A Elevator | Door | Locked Door | Hidden Gun | Shield (Agent)

Pilots Only

This door will open only after you speak with the President and convince him of Trent's treachery. Once you've escorted the President to his escape pod on Perfect Agent difficulty, return here as fast as you can or the plane will crash.

4 Secure Air Force One's Flight Path

Even though this is the fourth Perfect Agent objective, you'll want to do it last. After you blow the Timed Mine in the UFO umbilical, Trent's goons will kill the pilots. Run upstairs, use a Combat Boost then clear out the guards on the flight deck. Press the red button to save the plane.

5 Detach the UFO from Air Force One

After you make sure that the President is safely in his escape pod, retrace your steps through the plane to the UFO umbilical. Trent's NSA lackeys will be spawning here, so eliminate all threats in the vicinity before pulling out your Timed Mine. Toss it into the entry and take cover.

FINISH LEVEL

UNLOCK CHEAT

Laptop Gun

Our choice for coolest gun ever will be yours as a cheat once you beat the Air Force One level on any difficulty. Whether you're carrying it around as a machine gun or using its sentry gun function to set lethal traps, this gun has it all.

TIME TRIAL

UNLOCK CHEAT

First of all, you'll need to complete the previous level by boarding Air Force One through the cargo bay—that way, you'll start right next to the evidence you'll need to collect. Once you have it, head upstairs in the dumbwaiter and make contact with the President. You need to keep him safe as you head for the escape pod, so take the time to make sure all nearby terrorists are eliminated. Once the President is secure, run upstairs and work your way back to the UFO umbilical. Blast the guards who will no doubt be near the entrance, then chuck a Timed Mine in there as you run by. Don't wait for it to blow. Run as fast as you can upstairs and head for the nose of the plane. The pilots will be taken out while you're trying to reach them, so pop a Combat Boost and cut through the guards in the cockpit. Press the red button to secure the flight path and earn your cheat.

TIME: Under 3:35

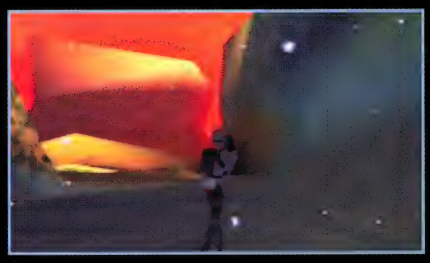
Unlimited Ammo - Laptop Gun

If you beat the level fast enough on Perfect Agent, you'll get a much needed upgrade for your newly earned Laptop Gun. With unlimited ammo, you can park this sentry in a well-traveled area and just sit back and watch the fireworks.

Shield
(Agent/Special Agent)

MISSION 5

Crash Site: CONFRONTATION



MISSION OBJECTIVES:

AGENT / SPECIAL AGENT / PERFECT AGENT

1. Retrieve the Presidential Medical Scanner
2. Activate the Distress Beacon
3. Shut Down the Enemy Jamming Device
4. Retire the Presidential Clone
5. Locate and Rescue the President

BRIEFING

All three craft—Air Force One and the Maian and Skedar ships—have crash-landed within a square mile of each other in Victoria. The topography of the site is varied, ranging from narrow ice chutes to dark, subterranean caves. It is certain that heavy ground patrols have been set up across the crash zone, but unfortunately, heavy interference from ECM jamming prevents any further scouting.

CARRINGTON

I hope this text messaging is reaching you, Joanna, as we cannot raise you on audio. Trent undoubtedly has the President, and it's up to you to come to his aid. We could help you out more if you cleared out the jamming signal—chances are, it's localized around the downed Skedar craft. I can't emphasize enough the importance of finding the true President and eliminating the clone Trent has manufactured.

EQUIPMENT

Falcon 2 (Scope) ▼▼▼

Remote Mine ▼▼▼

You start out with three of these in your inventory, and you'll need all of them to destroy the Skedar ship that's putting out the ECM jamming signal.

Night Vision ▼▼▼

A complex skein of ice caves weaves through the area, and many of them are pitch black in the depths. Use your Night Vision to spot enemy patrols.

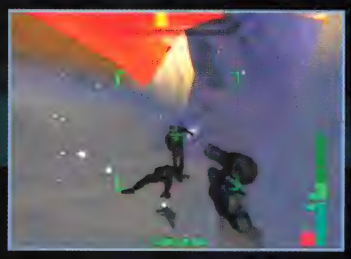
Horizon Scanner ▼▼▼

This will come in handy, as the area bounded by the three ships is huge. Since it can magnify up to 31 times, you'll be able to scout far-off patrols.

Proximity Mine

Elvis has survived the crash just fine, but he has his hands full defending his craft against enemy assaults. He will have time to give you a Proximity Mine if you find him before completing any Mission Objectives.

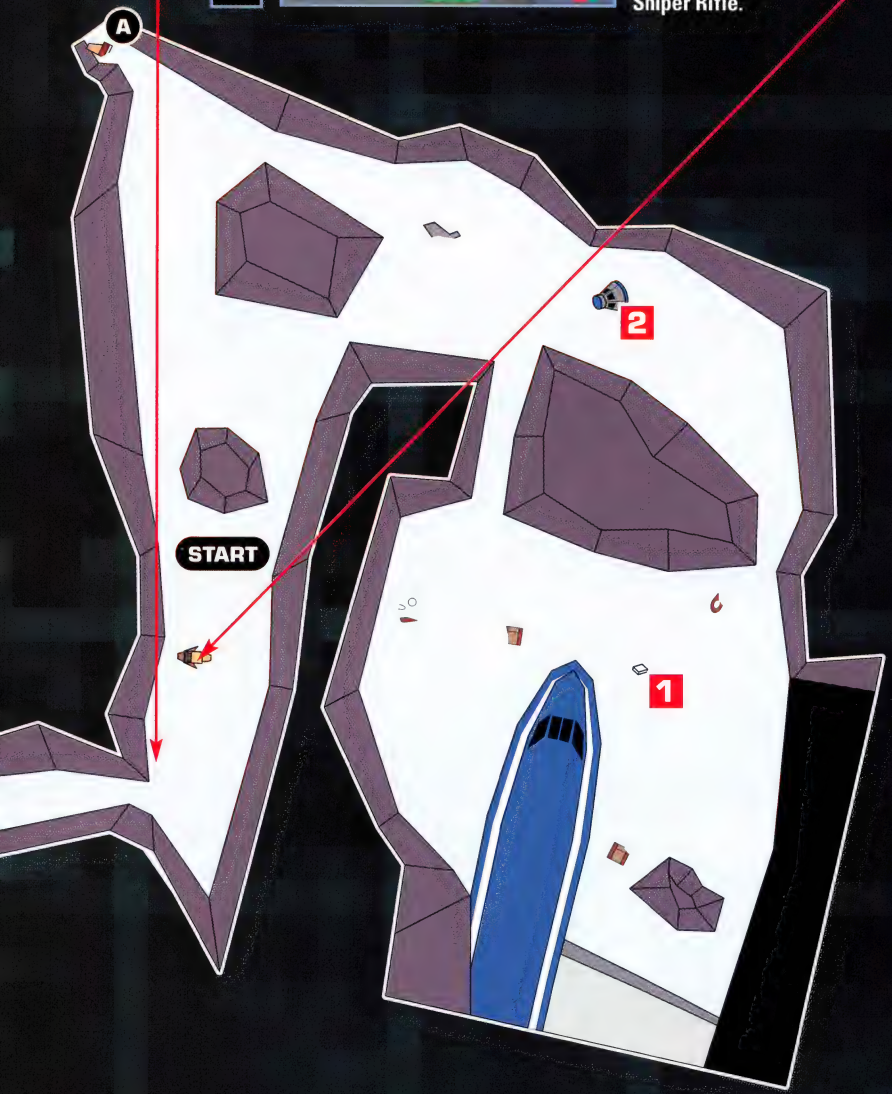
Ambush the Patrol



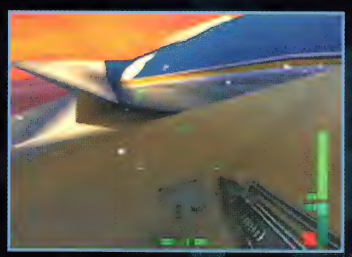
This icy ravine is a good spot to ambush enemy soldiers and steal their guns. Patrols are often comprised of two black-clad soldiers who carry Avengers and a single Blonde equipped with a Sniper Rifle.

Perfect Transportation

It's less than perfect in tight crevices, but when you're covering large areas of open ground, there's nothing better than the jetbike. Remember, if you failed to lower it in the cargo bay of Air Force One, the bike will not appear here.



1 Retrieve the Presidential Medical Scanner



You'll already have this in your inventory on Agent level, but on Special and Perfect you'll need to backtrack to the nose section of Air Force One and find it. It'll target the President and his clone.

2 Activate the Distress Beacon

It isn't likely to do any good until you can clear the air of all the ECM interference, but you might as well take care of activating the distress beacon now. Find the escape pod near the destroyed airplane and cue the beacon, being careful of patrols.

One-Way Drops

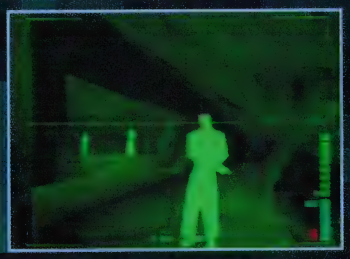
There are several paths that you can drop down from but cannot climb back up. Use the small red arrows to identify these on the map, and backtrack if you get trapped. Remember, the enemy patrols can use these shortcuts as well, so don't think you're safe once you drop down.

Perilous Paths

This path tunnels through the ice wall and ends up in the clearing where the Skedar ship crashed. When traversing this and other narrow pathways, be careful to scout the area fully before setting foot on the path. If you get caught in the open, you won't have room to maneuver.

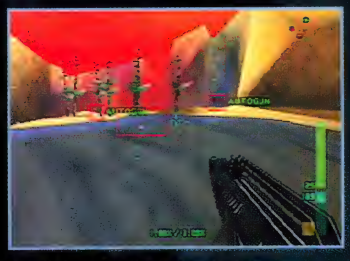
CAVERNS: UPPER

In the Dark



The mole's nest of caves that burrow throughout the frozen landscape are pitch-black at points, and you stand the chance of running into armed guards without seeing each other. Use your Night Vision.

Threat Detection



If you wander into the clearing, machine gun fire will cut you down. Use the Threat Detector Mode of your Avenger to identify the Autoguns, then pull out the Sniper Rifle and blast them from a safe distance. Once you've destroyed both of them, deal with the pair of nearby guards.

3 Shut Down the Enemy Jamming Device

3a

One mine isn't going to be enough to blow up the heavily armored Skedar ship. Throw at least two Remote Mines onto the ship, then backtrack and blow it up by pressing the A and B Buttons simultaneously. Throw the third if it still doesn't explode.

3b

It doesn't matter if you're detonating the Remote Mines or trying to finish the craft off with a few Avenger shots—you'd better be far, far away. The craft explodes with such violence that anything nearby will take damage.

Robot Sentries

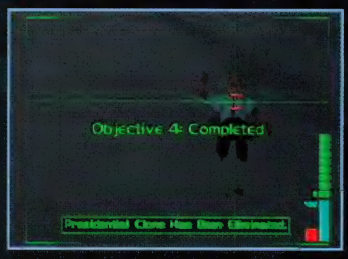
There are four robot sentries guarding the cavern where Trent is holding the President. You can spot them patrolling from several bird's-eye positions. Shoot them from a distance, because although they're inaccurate, they can be deadly at close range. Don't destroy them near the President.

Set a Trap

Four NSA lackeys are guarding the hole in this area, and if you want to snipe the Presidential Clone from here you'll have to engage them. If you have one, plant a Proximity Mine in the entrance, then snipe the one visible guard from afar. The others will run out and trigger the mine—be sure to take care of any survivors.

MAP KEY — A Junction Point | Stairwell | Hidden Gun | Shield (Agent/Special Agent) | One-Way Drop

4 Retire the Presidential Clone



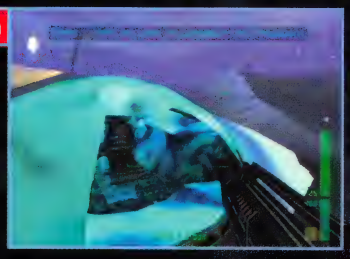
Although it's possible to head underground and take out the Presidential Clone, it's much easier to use the Sniper Rifle to tag him from the hole above. If you attack him from the caves, he may well run away. After retiring the clone, prepare for four Mr. Blondes to come after you.

5 Locate and Rescue the President

5a

You can use the Presidential Scanner to find both the President and his clone. Once you've discovered the position of the real head of state, take out the robot sentries and then engage Trent before he can shoot the President. Fire from any of the lofty perches around their position.

5b

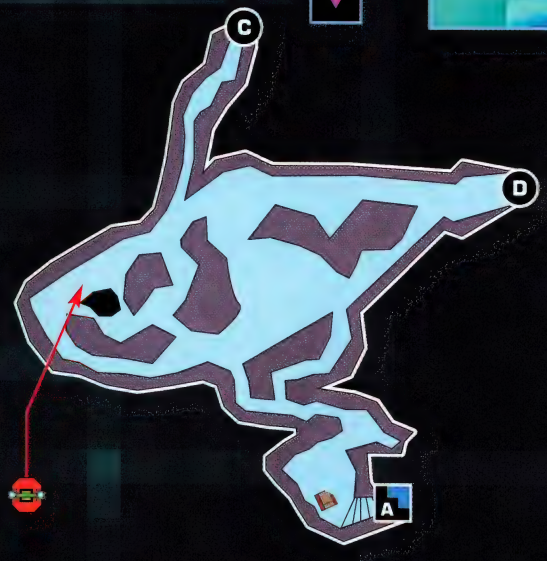


Take the President on a beeline to Elvis's ship. Beware once you hit the open ground—there are several guards hidden in the rises and folds near Elvis's position, and they'll all take potshots at the President. Escort him safely to finish the mission.

DY357-LX

It's difficult to do, but if you can disarm Trent before he runs off or shoots the President, you'll come away with his gold-plated DY357-LX. Every shot out of this gun is lethal, no matter where on the body it hits.

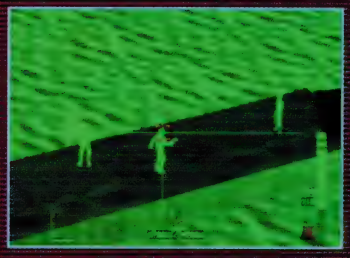
CAVERNS: LOWER



FINISH LEVEL

UNLOCK CHEAT

Perfect Darkness



This cheat drops a cloak of darkness over whatever level you're playing. It wouldn't be much fun if that's all it did, but there's more—a pair of Night Vision goggles will also appear in your inventory. Every mission turns into a nighttime infiltration.

TIME TRIAL

UNLOCK CHEAT

If you lowered the jetbike in the cargo bay on the previous level, it'll be waiting to help speed you to the cheat. Hop on it and buzz over to the escape capsule, capping the two guards on the way. Grab their Avengers, then speed toward the hole where you can snipe the Presidential Clone. You'll have to take out a number of guards on the way, but since their aim is terrible on Agent level, you can leave a few alive without worrying. Hop off the bike when you reach the hole, blast the four nearby guards and nail the clone from above. Don't wait around for those Blondes to come after you—make tracks back to the cavern where the President is and blow up the robot sentries as you come down the hill. Once Trent's been scared off, take path B out of the cavern and make tracks for Elvis, making sure the President follows. At this point there will likely be a ton of guards on your trail, so watch your back.

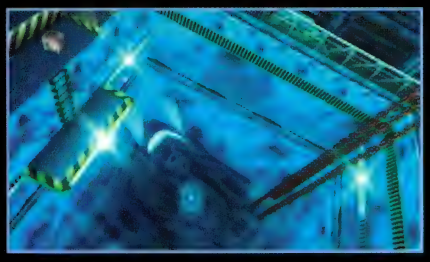
TIME: Under 2:50

Trent's Magnum

Whip through the level on Agent to earn the right to use Trent's Magnum at any time. As you well know, the DY357-LX delivers a fatal blow whenever it makes contact, ensuring that you'll be the baddest gunslinger out there.

MISSION 6

Pelagic II: EXPLORATION



MISSION OBJECTIVES:

AGENT ▼ ▼ ▼ ▼ ▼
SPECIAL AGENT ▼ ▼ ▼ ▼ ▼
PERFECT AGENT ▼ ▼ ▼ ▼ ▼

1. Disable the Primary Power Source
2. Secure the Laboratories and Research Data
3. Deactivate the GPS and AutoPilot
4. Activate the Moon Pool Lift
5. Rendezvous and Escape with Elvis

BRIEFING

Operatives from dataDyne have seized the salvage vessel Pelagic II, an act of high seas piracy that signals a new urgency in their scheme. The ship has multiple decks filled with armed crewmen. Intelligence also shows there are scientists aboard who are compiling data from the wreck below. Labyrinthine corridors throughout the ship can lead to confusion, so pay attention to changes in color and lighting.

CARRINGTON

The odds are going to be against you once again, Joanna. That ship is crawling with thugs, but we have no other option than to send you and Elvis aboard. Do your best to throw a spanner in the works while gathering any evidence you find. Cassandra must be getting desperate if she's so brazenly flouting international law, so we must be close to discovering dataDyne's true intentions.

EQUIPMENT

Falcon 2 (Scope) ▼ ▼ ▼

Laptop Gun ▼ ▼ ▼

The high rate of fire and big clip featured on this weapon make it ideal for close-quarters combat. Don't use up your ammo too fast, though.

N-Bomb ▼ ▼ ▼

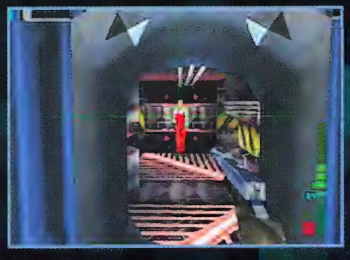
The SALT II treaty apparently didn't cover personal neutron bombs. This deadly grenade eliminates enemies without a destructive explosion.

X-Ray Scanner ▼ ▼ ▼

The device provides you with low-res, wall-penetrating views for inspecting the ship. It can be very disorienting and should be used sparingly.

Safety Glass

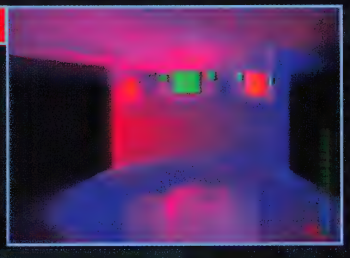
Stealth equals health on the Pelagic II. If you don't sneak up on guards, they're likely to trip the alarm and bring you more grief. Sneak up on them from behind then target their heads. The silenced Falcon 2 is ideal for such a task.



The steel doors on the ship provide excellent cover for clearing out corridors. The guards can't see through the windows, which gives you the element of surprise. Target the nearest guard in a room with a head shot, then enter the room.

1 Disable the Primary Power Source

1a



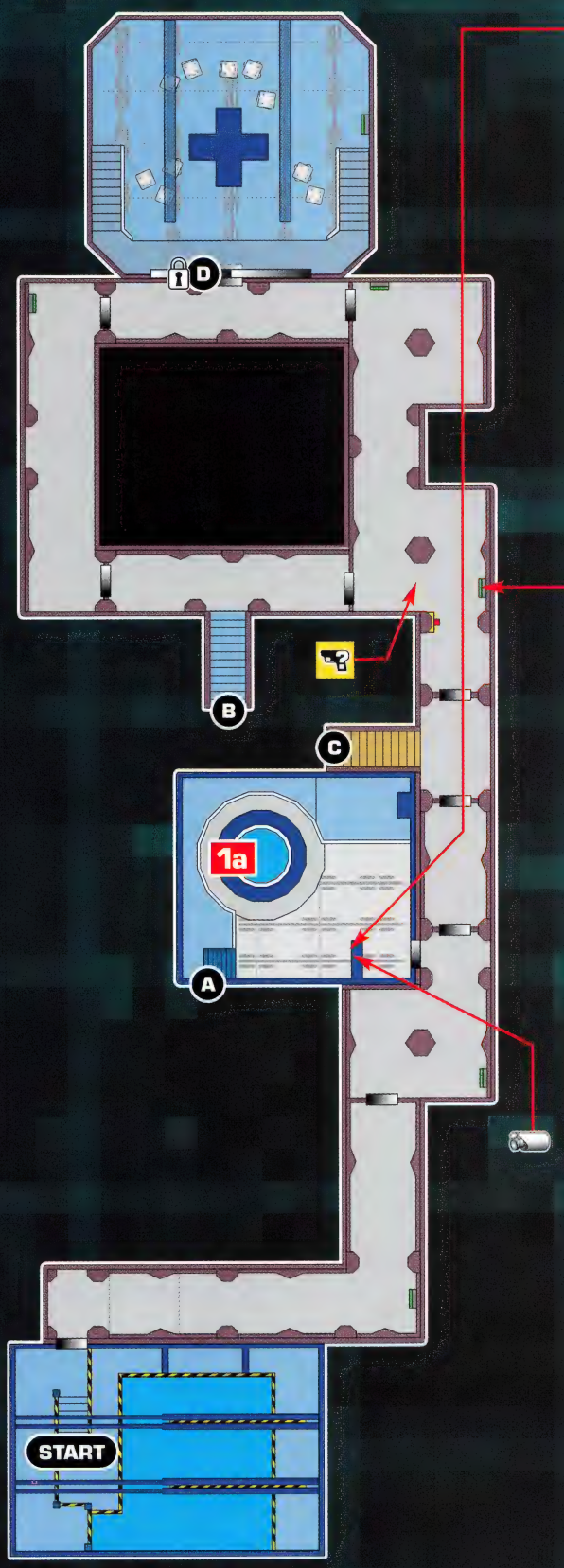
After removing any threats in the room, activate your X-Ray Scanner then look at the upper level of the turbine. A series of colored panels spans the circumference of the central pillar. Switch off each green panel. If you fail, you'll have to start over.

1b

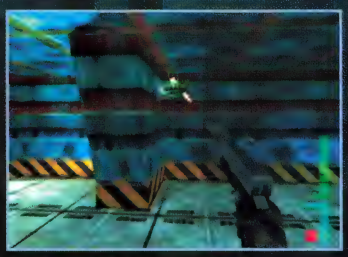
When the power panels are turned off, descend to the lower level to find the main shut-off switch. It looks like a smaller version of the green panels you just shut off. The lights will go out in your immediate area.

MAP KEY — A Junction Point | Door | Locked Door | Locked Door (Agent) | Hidden Gun

MAIN DECK



Caught You Looking

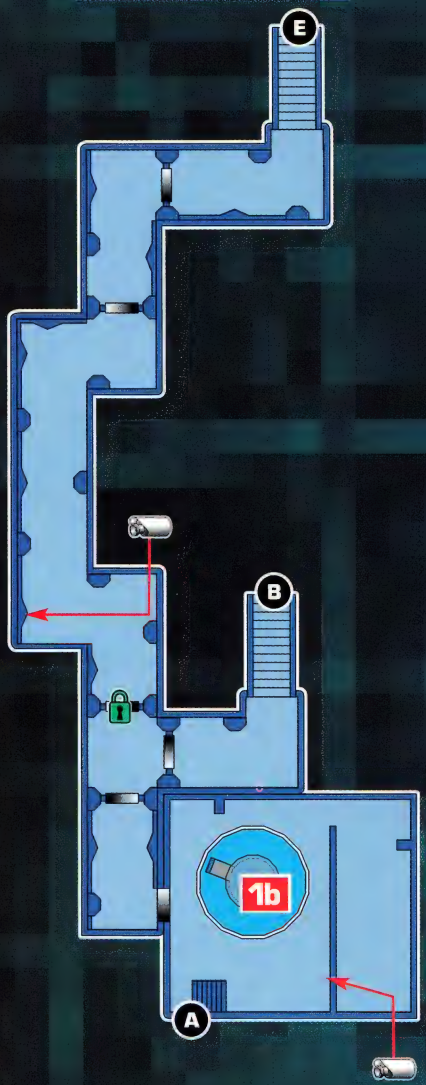


Two security cameras in the generator room can send guards swarming through the doors. First, trash the more obvious camera on the upper level. The second one is mounted under the stairwell. Shoot it from between the stair steps.

Ring-a-Ding-Ding

There aren't many heroes among the guards—they invariably trip the alarm when possible. They're quick, so you may not always stop them. You can turn off the alarm, but you'll still have to deal with alerted guards. If the alarm never goes off, you'll face only half as many enemies in the gold-colored halls upstairs.

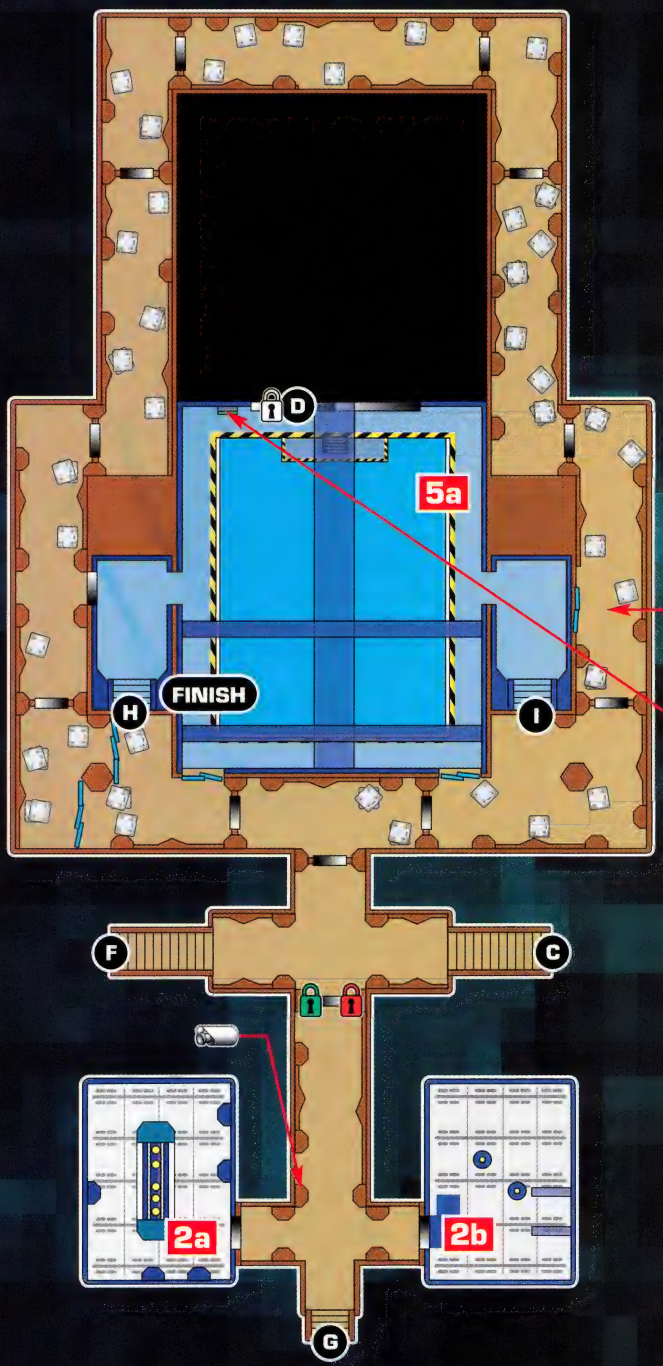
LOWER DECK 1



Two Triggers

One of the guards on the gangplanklike area of the main deck has a double-barreled present for unusually stealthy agents. He'll give up his double Falcons if you can eliminate him before he or any of his shipmates sets off the alarm.

Security Camera



2 Secure the Laboratories and Research Data

2a

A lone researcher works in a room with a pipe-laden gizmo. Put away your gun—or set your Falcon 2 to pistol whip—then open the door. When he makes a break for the door, knock him out and take his disk.

2b

The other lab has two scientists to knock unconscious. If they both run at you at once, one may slip away. All of the scientists are difficult to catch, but you can usually find them cowering outside.

Hall of Horrors

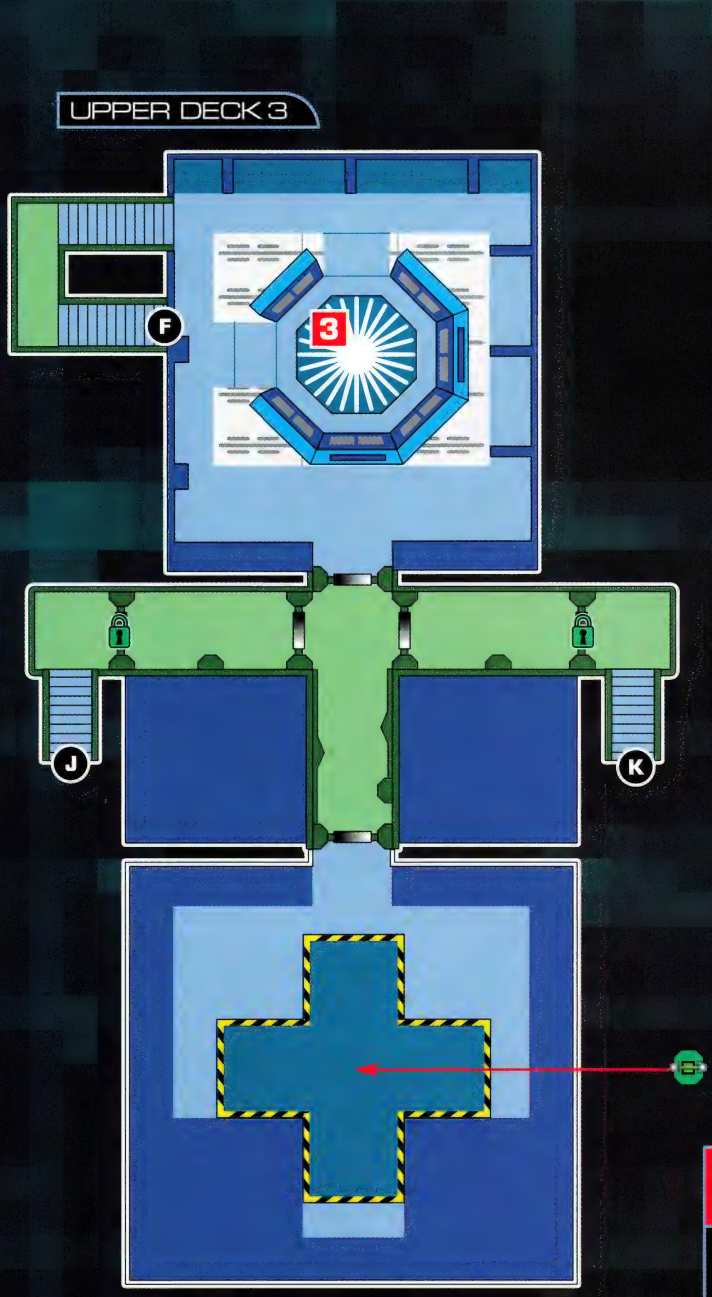
You'll need to shoot your way through heavily defended corridors to rendezvous with Elvis on Agent Level. It can be done with minimal damage to your health if you keep ducking behind corners then strafing enemies with the Laptop Gun. Agents who haven't set off the alarm will have to fight only half the guards.

It's a good idea to clear this area on Special and Perfect Agents, too. Elvis can be reached without taking this path, but this is the way the little alien will take you on the way back. If the guards are still there at that point, you'll need to scramble to keep the Maian alive during the escape.

Garage Door Opener

You can open the door to the diving area with a computer terminal on the wall. It can be useful in getting around if you need to go back to an objective.

MAP KEY — A Junction Point | Door | Locked Door | Locked Door (Agent) | Locked Door (Special Agent)



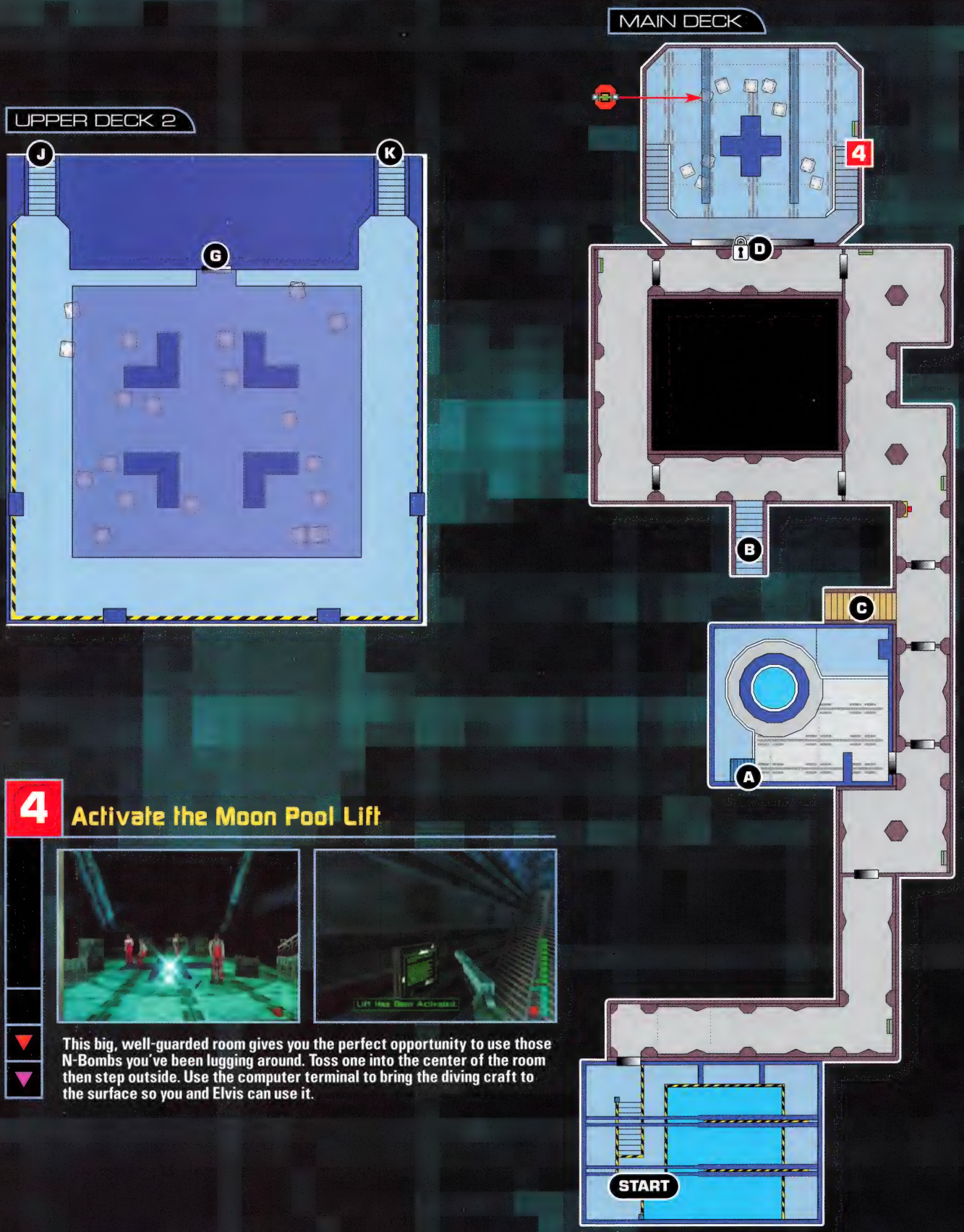
3 Deactivate the GPS and Autopilot

You've got the gun, so you're the captain. Two of the three bridge officers are happy to comply with your commands, but the third one has different ideas. Eliminate the one who pulls a Magnum then give the others time to shut down the ship's systems. They won't give you any more trouble.

5a Rendezvous and Escape with Elvis

If you are playing on the Agent level, the little alien is taking care of business in the Moon Pool area, waiting for you to finally show up. You'll go right into a cinema scene to end the level.

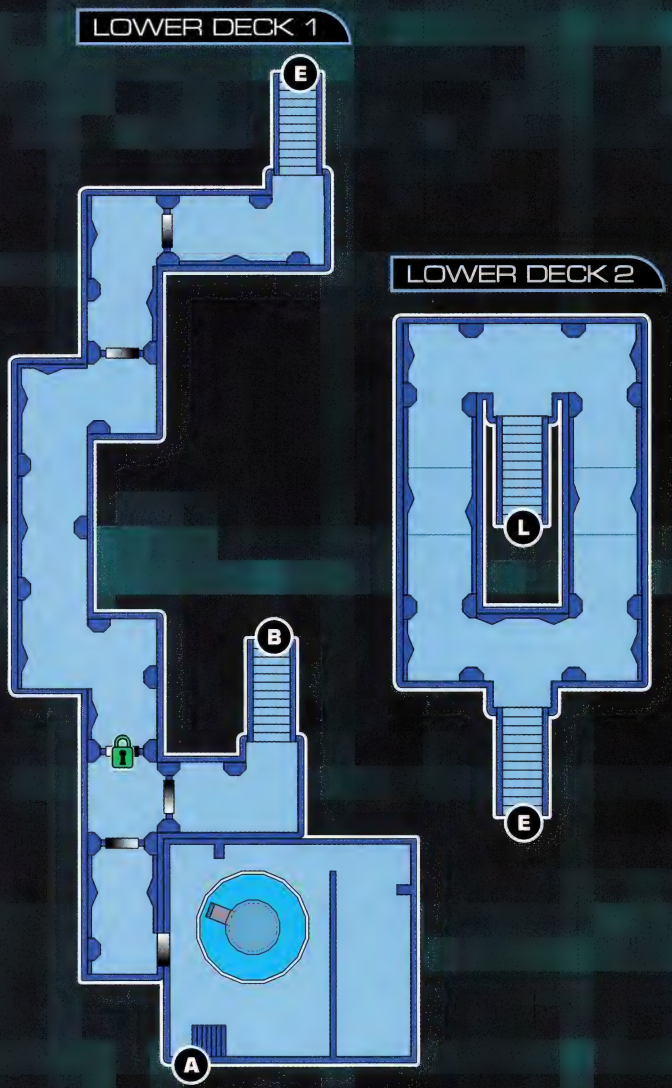
Security Camera Shield (Agent)



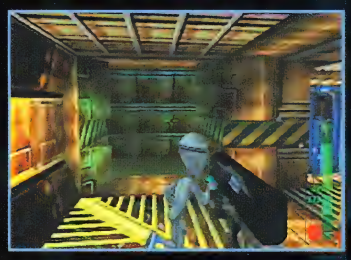
4 Activate the Moon Pool Lift

This big, well-guarded room gives you the perfect opportunity to use those N-Bombs you've been lugging around. Toss one into the center of the room then step outside. Use the computer terminal to bring the diving craft to the surface so you and Elvis can use it.

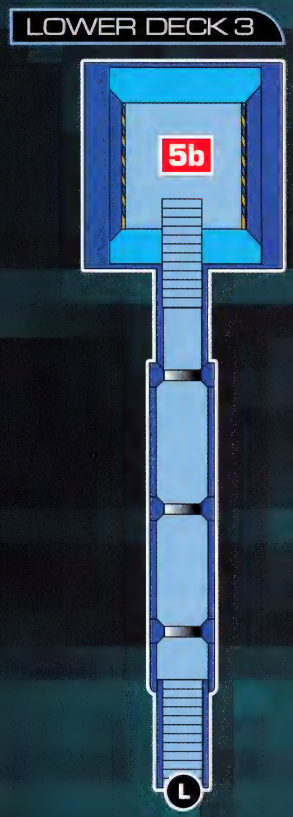
MAP KEY — A Junction Point | Door | Locked Door | Shield (Agent/Special Agent) | Locked Door (Agent)



5b Rendezvous and Escape with Elvis



You need to make a final dash to the finish on Special and Perfect Agent levels. Elvis picked a crummy rendezvous point—the bottom of the ship—but at least he seems to know where he's going. You'll need to have cleared the decks of the many guards by this point, or else you'll have a fight on your hands. He'll start up the diving sequence so you can investigate the depths below.



FINISH LEVEL

UNLOCK CHEAT

Enemy Rockets

After you complete this level, you'll have the option of equipping all your enemies with Rocket Launchers. It's not so much a cheat as a major handicap. The upside is you will get a Rocket Launcher or rockets everytime you eliminate a guard.

TIME TRIAL

UNLOCK CHEAT

TIME: Under 5:50

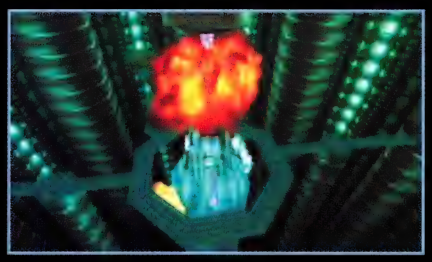
On Special Agent, the guards will take several hits to the body before they finally go down, so head shots are important if you want to save time. It's critical to eliminate guards and cameras as you progress. If the alarm is triggered, you'll have to waste your time fighting through a small army to reach your objectives. It's easy to make a wrong turn on this level, but you aren't allowed any mistakes if you want to beat the target time. Complete the objectives as they are listed. When you get to the Moon Pool, charge into the room then sidestep to the lift controls while firing—N-bombs take too much time. The biggest challenge is getting to the submarine with Elvis. You don't have the luxury of clearing the way ahead of time, so stay in front of him as you fight through the lethal corridors. The little guy can usually dispatch one guard per hallway on his own.

Unlimited Ammo

Since you fire your gun only when it's absolutely necessary, it shouldn't matter if you have unlimited ammo, right? On the other hand, you may need some extra bullets...just in case. Okay, just hold down the trigger, and start perforating things.

MISSION 6

Deep Sea: NULLIFY THREAT



MISSION OBJECTIVES:

AGENT ▼ ▼ | SPECIAL AGENT ▼ ▼ ▼ | PERFECT AGENT ▼ ▼ ▼ ▼ ▼

1. Reactivate the Teleportals
2. Disable the Cetan Megaweapon
3. Secure the Control Room
4. Restore Dr. Caroll's Personality
5. Escape From the Cetan Ship

BRIEFING

Deep beneath the sea is an immense space ship that until recently was lying dormant. The Skedar and dataDyne conspiracy was to reach this ship, and, although dataDyne doesn't know it, to acquire a megaweapon on board the ship that can annihilate the earth. You have to keep Elvis safe from harm so he can reactivate the teleportals and disable the Cetan weapon. This is difficult, as he doesn't stay close.

CARRINGTON

Joanna, I cannot stress enough how important this mission is. The data we've intercepted indicate there is an unbelievably powerful weapon on board that ship. The Skedar are using Dr. Caroll to take over the ship and its weapon for their own evil purpose. You must disable the weapon then find Dr. Caroll and restore his personality. Finally, make sure the Cetan vessel is destroyed, no matter what the cost.

EQUIPMENT

Falcon 2 (Scope) ▼ ▼ ▼

Shotgun ▼ ▼ ▼

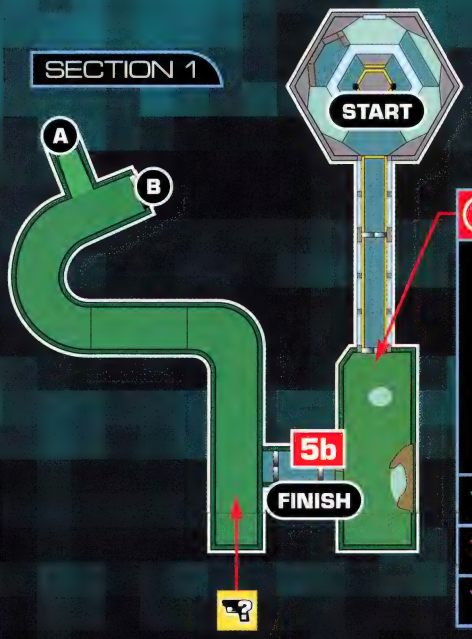
This weapon will deal with your Skedar and human adversaries quite well. It comes in handy while protecting Elvis.

IR Scanner ▼ ▼ ▼

See the cloaked guards in all their red and glowing glory with the IR Scanner. They can't hide from you now!

Backup Disk ▼

This disk contains Dr. Caroll's backup personality. You have to restore his personality in Perfect Agent.



Better Infrared than Dead

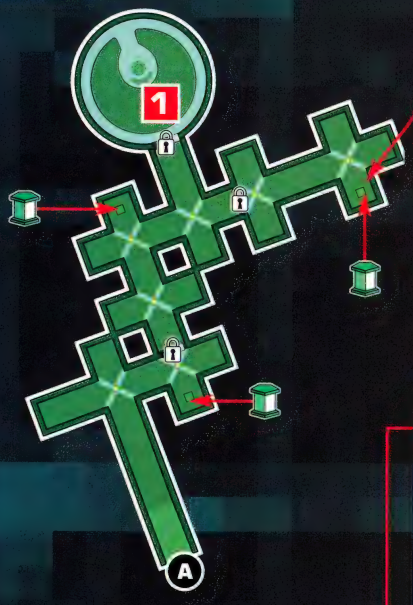
The first two sets of guards in the complex are cloaked. Use the IR Scanner to see their heat signatures in the dark. You will be able to target them accurately.

Proximity Mines

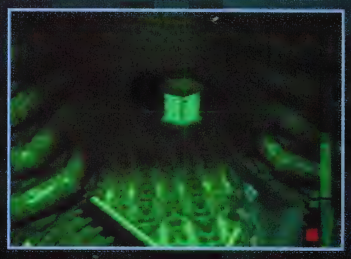
One of the cloaked guards will drop Proximity Mines if you cap him before Elvis does him in with the Farsight. You may appreciate the break when you're defending Elvis in Perfect Agent.

MAP KEY — A Junction Point | Hidden Gun | Shield (Agent/Special Agent) | Door | Locked Door

SECTION 2

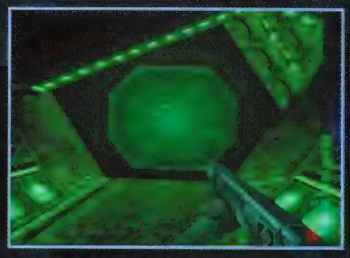


Green Lantern's Light



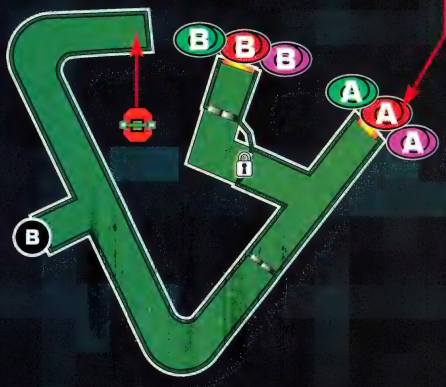
When playing Special Agent or Perfect Agent, you need to shoot the green lanterns you find in Section 2 to open the locked doors. This will allow you to progress through the area and reactivate the teleportals. You can use any gun—it's a small job.

Different Destinations



This mission is different across difficulty levels as you start teleporting around the ship. You will carry out your objectives very differently in Agent, Special Agent and Perfect Agent, each of which will require you to guard Elvis as he disables the Megaweapon. Remember that as you teleport, Elvis will be right behind you, even if he was far behind you right before you telelported.

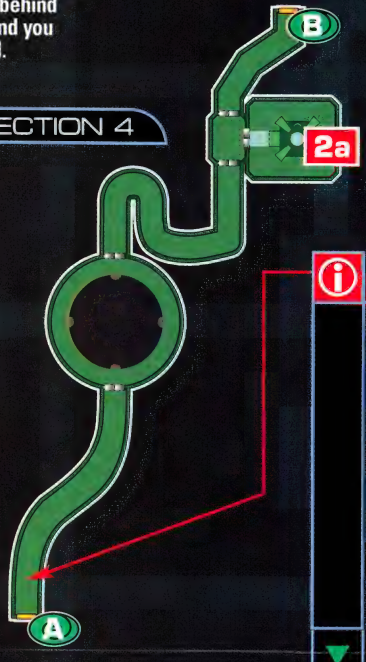
SECTION 3



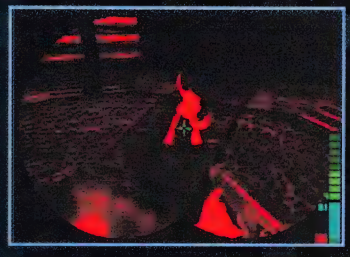
1 Reactivate the Teleportals

After you shoot the last lantern, enter the round room where three guards are stationed. Elvis will walk around and turn the teleportals on. You will not be attacked while you wait for him to finish, but as you make your way out of the area with the green lanterns, look for two cloaked guards.

SECTION 4



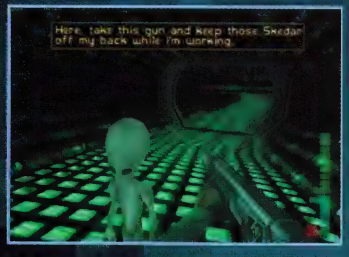
2a Disable the Cetan Megaweapon



Elvis will start to run ahead of you once you pass this point in the level. You must protect Elvis from the small, vicious and hard-to-spot Skedar that will also attack him. Try using the IR Scanner—it helps.

Keep Elvis safe and don't let him get distracted—he will disable the megaweapon relatively quickly. The small Skedar will keep coming from all directions. Be on guard, and use the double-blast Shotgun to smoke the small Skedar more easily.

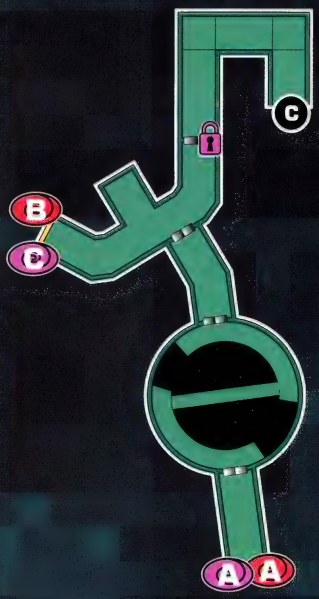
Elvis's Farsight



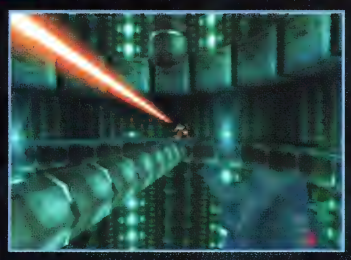
Elvis will hand you his Farsight as you exit the teleportal. Use it to tag guards and Skedar both near and far. It has excellent range and will zero in on your targets with its Target Locator function, but you may need to practice with its X-ray view to get the hang of it. You don't have to use it, but it does help.

A Teleportal (Agent) A Teleportal (Special Agent) A Teleportal (Perfect Agent) Lantern

SECTION 5



2b Disable the Cetan Megaweapon



Elvis will hand you his Farsight once you're outside the teleportal. He will then take off to find the megaweapon. Run ahead of him, taking out the numerous guards that will target both of you. You must keep Elvis alive through the mission.

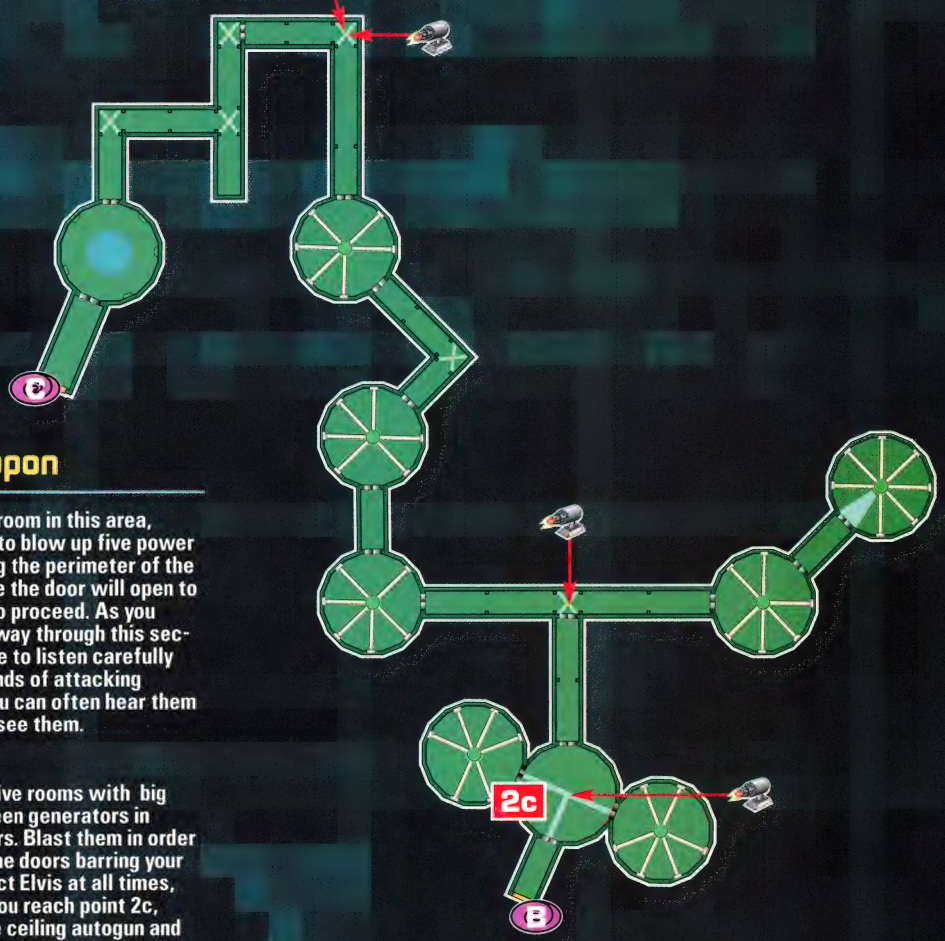
As Elvis tries to disable the megaweapon, keep a watch on the three pathways connecting to the central platform. Small Skedar will spawn randomly from the edges and attack you and Elvis if you don't wipe them out before they get close.

SECTION 6

Dreaded Drones

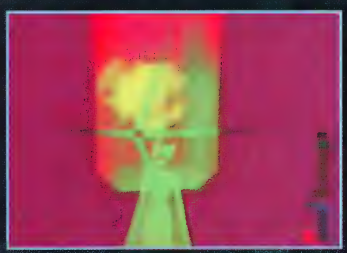
The autoguns appear only in the Perfect Agent's long route through the ship's generator rooms. They're tough to see, and they'll cut you to ribbons from afar if you don't eliminate them.

SECTION 7



2c Disable the Cetan Megaweapon

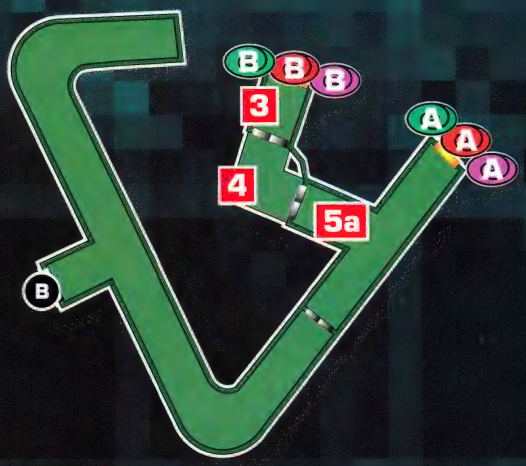
In the first room in this area, you'll need to blow up five power cells ringing the perimeter of the room before the door will open to allow you to proceed. As you make your way through this section, be sure to listen carefully for the sounds of attacking Skedar—you can often hear them before you see them.



There are five rooms with big glowing green generators in their centers. Blast them in order to unlock the doors barring your path. Protect Elvis at all times, and when you reach point 2c, blow up the ceiling autogun and look through the walls with the Farsight to blast the last two power generators.

MAP KEY: A Junction Point | Autogun | Door | Locked Door | Locked Door (Perfect Agent)

SECTION 3



3 Secure the Control Room

Use either the Farsight or more conventional weapons to wipe out the pair of Mr. Blondes guarding Dr. Caroll. Once the room's fully secure, run inside with Elvis to make contact.

4 Restore Dr. Caroll's Personality

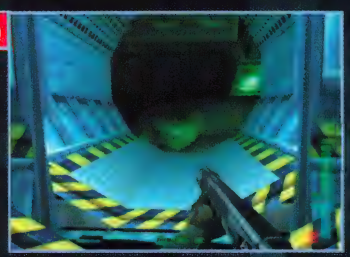
Use the backup disk on Dr. Caroll to restore his personality. Dr. Caroll's fate will be revealed. He will know how to destroy the Cetan ship to ensure the megaweapon is destroyed, even if it means a great sacrifice must be made.

5 Escape from the Cetan Ship

5a

The Control Room where Dr. Caroll resides is the same open room you saw on your way to the first teleportal. When you walk out of the door, the teleportal will be down the hall to the left. You need to run to the right and be prepared for three guards to try to detain you with gunfire.

5b

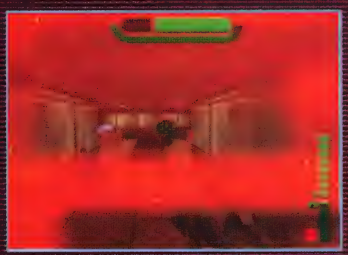


Retrace your steps back out using the map. You'd better take a little time to wipe out the three remaining guards on your route out, otherwise they'll make mincemeat of your Maian buddy. You'll have only a minute—don't worry about waiting for Elvis if you took care of the three guards.

FINISH LEVEL

UNLOCK CHEAT

Jo Shield



The Jo Shield cheat grants you a shield at the start of the mission, so you don't have to pick one up. It is very useful when a level begins with a lot of enemies attacking you. It's also one of the few ways to use a shield at the Perfect Agent levels.

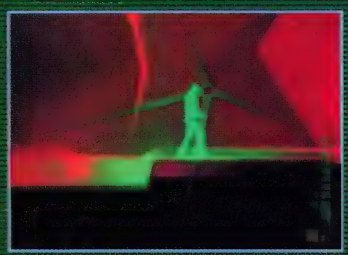
TIME TRIAL

UNLOCK CHEAT

TIME: Under 7:27

Farsight

Elvis will have to hold his own for this time trial. Use your IR Scanner and double-blasts from the Shotgun to clear the way to the teleporter room, using your Falcon 2 as needed. As soon as Elvis sets foot in the room, don't wait for him to start tinkering with the machinery. Make tracks for the first teleporter instead—by the time you reach it, Elvis will be done, and when you go through the teleporter, he'll be waiting on the other side. Do the same for the next area. Run ahead of Elvis, wiping out everyone along the way, and step through the next teleporter. Then things will get tricky. Shoot any Skedar you see while wiping out the glowing power cells, but you'll have to leave Elvis to deal with any stragglers. If he survives long enough for you to use the Farsight on the last two cells, you'll be home free. Finish the Blondes, use the Backup Disk and bug out of there.



This Maian weapon combines an x-ray scanning device with a long-range, high-powered rifle that can shoot through solid objects as easily as the x-ray sees through them. The Farsight deals with enemies through walls and floors with ease.

A Teleportal (Agent) A Teleportal (Special Agent) A Teleportal (Perfect Agent)

MISSION 7

Carrington Institute: DEFENSE

MISSION OBJECTIVES:

AGENT / SPECIAL AGENT / PERFECT AGENT

1. Reactivate the Automatic Defenses
2. Release the Hostages
3. Retrieve the Experimental Weapon
4. Destroy the Sensitive Information
5. Deactivate the Bomb

BRIEFING

You're on your home turf for this mission, but that won't make it any easier. You have to use rapid-fire weapons, because the dataDyne and Skedar soldiers are using a new shield technology that makes it much more difficult to eliminate them. It will always take more than one shot. The AR34 you start out with is a good choice, and the RCP-120 you will pick up from Foster's weapons lab is an even better choice.

CARRINGTON

This is a nasty surprise, Joanna! The Skedar's dataDyne toadies are taking hostages. Please try to save as many of the Institute's personnel as possible. There is a bomb on the Skedar ship—use the Data Uplink to send the ship away from the building. I know this is a lot to ask, Jo, but we have some sensitive equipment and information—catch both before they fall into the wrong hands.

EQUIPMENT

AR34 ▼▼▼

This burst-fire weapon will allow you to pierce through the dataDyne and Skedar shields.

Laser ▼▼▼

The Laser can be used as a long-range weapon, but in this level you will need its short-range stream to break into the safe in Daniel's office.

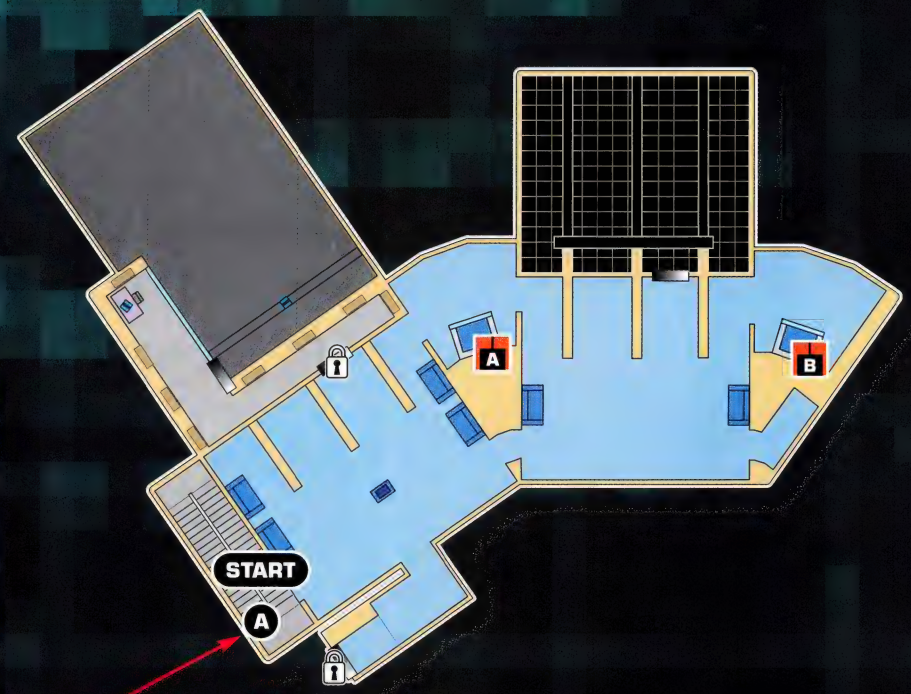
Combat Boost ▼▼▼

You have two doses of Combat Boost at your disposal. It will make everything seem slower, giving you a larger window of time to react to things.

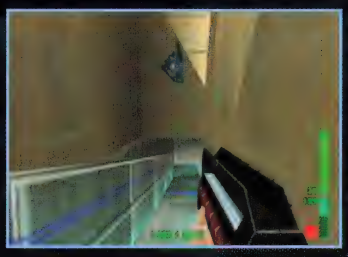
Data Uplink ▼▼▼

Use this on the bomb-carrying Skedar ship—it will make it fly away, keeping the Institute safe from harm.

1st FLOOR



Head Downstairs First



As a Special or Perfect Agent, you should head down to the hangar first and tackle the hostage situation later, as you have a short amount of time to turn on the automatic guns before Carrington is harmed by the hostile forces.

MAP KEY — A Junction Point | A Elevator | Door | Locked Door | Autogun

Take the Back Route

Run down the ramp and take a right, going the back way through the tunnels to get to the hangar. This will put you in a perfect position to turn the automatic defense guns on without having to backtrack.

Shielded Enemies

The dataDyne and disguised Skedar soldiers are protected by a powerful shield that will make it tougher to take them out quickly, even if you target particularly sensitive areas. Use your guns with lower firepower at your peril.

1 Reactivate the Automatic Defenses

1a

Walk through the two helipad areas to a hallway. As you enter it, you will see the automatic defense gun to your right. The silver control panel is just around the next corner. Press B to activate the gun.

1b

Go through the door at the end of the hall opposite the gun, and take a left then a quick right. On the right you will see the next silver control panel. The next gun is all the way at the end of the hall—activate it.

1c

Face the control panel and go straight down the hall on your right. Follow it around until you see the last control panel for the last automatic gun you need to activate.

2 Release the Hostages

The first two rooms on the second floor have hostages—use the Combat Boost. If you're efficient, it will last for both rooms. Try to take out the guards before they execute the hostages. Some of the hostages will fight back themselves. Be very careful not to shoot them while you're aiming for the guards.

Go back down to the first floor and use your last Combat Boost in the training room. Take out the enemies with the Devastator if you were awarded it on the second floor; otherwise, just shoot them as quickly as possible.

The last room is the Weapons Lab. Take out the guards and free the feisty hostage to complete your objective. Don't leave the room just yet.

1st FLOOR

3 Retrieve the Experimental Weapon

Once you have rescued all of the hostages, enter the weapons training room, walk over to the desk and press B to make the computer override the security system in the case on the wall. The glass will break, letting you pick the RC-P120 out of the case. This machine gun also has a cloaking device that will come in handy.

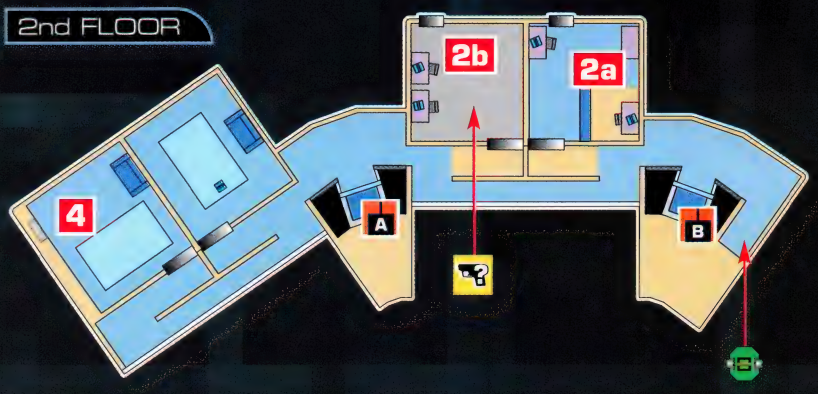
4 Destroy the Sensitive Information

Focus your Laser's short range stream in the middle of the safe to destroy the sensitive information. If you have the Devastator, use its wall hugger function to handle the guards who will enter the room as you're trying to work. Otherwise, stay on guard and deflect enemy attacks.

A Little Help from Your Friend

If you took the jetbike way out on Area 51: Escape, Jonathan will appear outside Carrington's office. This is useless on Agent and Special, but on Perfect he'll cover you while you bust into the safe.

2nd FLOOR



MAP KEY
A Junction Point
A Elevator
Door
Locked Door
? Hidden Gun
Shield (Agent)

Get the Devastator

If you manage to save all of the hostages in the two rooms on the second floor, you will be awarded the Devastator. This gun comes in handy when you need to dispose of multiple enemies.

5 Deactivate the Bomb

Turn on the RC-P120's cloaking device. Walk back down the ramp and take a right. The first helipad will have a Skedar ship hovering above it. Take out the guards you just walked past as they stream down to the ship after you uncloak.

Use the Data Uplink to download the virus onto the Skedar ship. You have to be close to the ship for the Uplink to stay connected. As soon as the it has finished its work, run out the door and down the hall to the waiting Carrington ship.

FINISH LEVEL

UNLOCK CHEAT

Enemy Shields

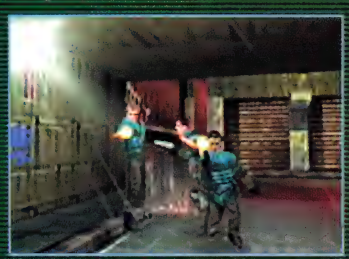
To make all of the enemies an even greater challenge, enable the Enemy Shields cheat. The Enemy Shields are very strong, and the only fast way to get through them is with several bursts from an automatic weapon.

TIME TRIAL

UNLOCK CHEAT

TIME: Under 1:45

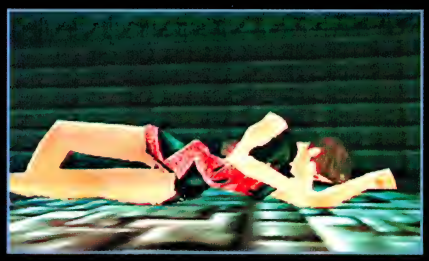
Super Shield



The Super Shield gives a great deal more protection than the regular shields you pick up around the levels. This extra armor can give you the edge in an otherwise difficult mission.

Immediately waste the Skedar and run to the far elevator to go upstairs. Take care of the two offices, being sure to grab the Devastator from the last hostage—remember, your mission time won't be hurt if you use the Combat Boosts, so don't be afraid to go into slo-mo. Enter the elevator outside the second office and head back downstairs. In the holo-training room, be sure to concentrate your fire on the guards' heads so they go down faster, then go into the weapons room to finish Objective 1. You can immediately cue the computer to get the RC-P120, so grab it and switch to Cloak. Run for the downstairs ramp, and when you see the crowd of Mr. Blondes fill the hall, open fire with all you've got. A Devastator blast here will also do wonders. You should have enough time to download the virus and scram.

MISSION 8
Attack Ship: COVERT ASSAULT



MISSION OBJECTIVES:

AGENT ▼ ▼ ▼ ▼ ▼
SPECIAL AGENT ▼ ▼ ▼ ▼ ▼
PERFECT AGENT ▼ ▼ ▼ ▼ ▼

1. Disable the Shield System
2. Open the Hangar Doors
3. Access the Navigational Systems
4. Sabotage the Engine Systems
5. Gain Control of the Bridge

BRIEFING

Much of the technology aboard the Skedar attack ship is beyond human understanding. An earthlike, artificial gravity is in effect on the ship, allowing ease of movement through corridors that seem both metallic and organic. High-speed elevators, marked by luminescent doors, give you access to different decks on the ship. Mechanized Skedar warriors patrol the ship in large numbers, blocking access to key areas.

ELVIS

Bzzzz...Joanna....Bzzzz...it's Elvis. I've linked to your communications system from my ship. You are many light years from earth, hurtling toward the Skedar solar system. If you lower the shields and open the hangar doors, I'll bring two Malan protectors aboard to help you take over the assault ship. We'll need to take control of vital systems on the ship then fight our way to the bridge.

EQUIPMENT

Combat Knife ▼ ▼ ▼

The Skedar didn't bother to take this blue steel beauty from you when they took you captive. Make them pay for the mistake.

CONTROL ROOM 1

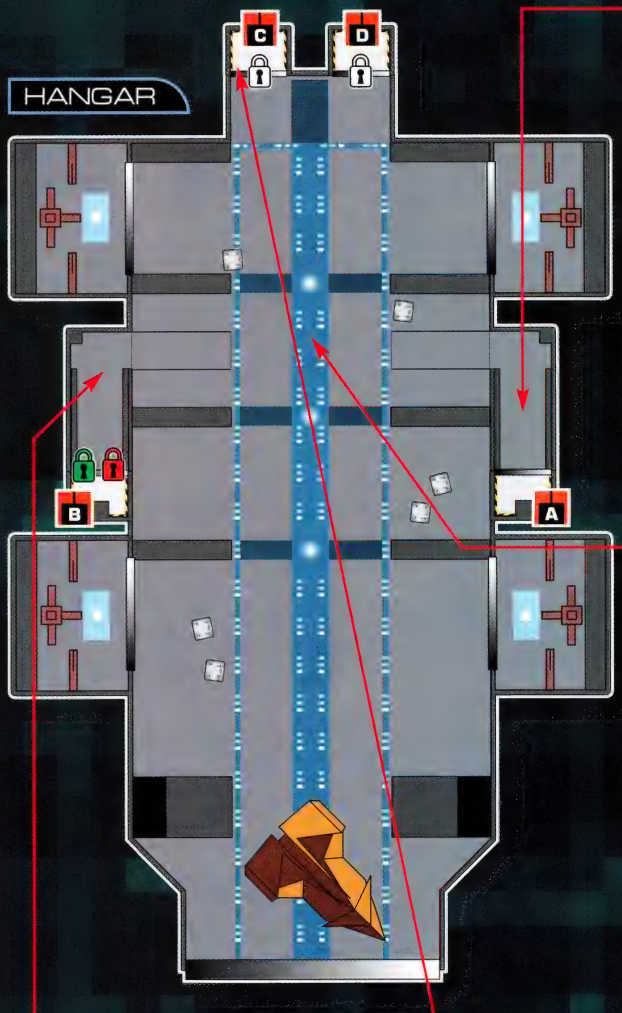
Skewer the Skedar

Thanks to Cassandra's diversion, you'll get a chance to chase down a Skedar warrior then slash it from behind. Flip the knife over and throw it into the second Skedar then run and wait for the poison to take effect.

1 Disable the Shield System

The shield system is controlled by three strange-looking computers. Shoot each one of them with a couple of shots from your Mauler. Elvis will be able to dock with the ship on the Agent and Special Agent levels.

MAP KEY
A Junction Point
A Elevator
Door
Locked Door
Locked Door (Agent)



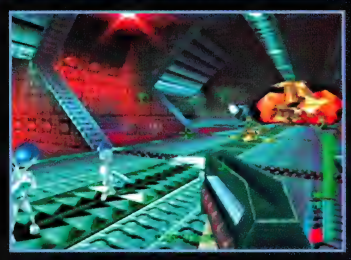
Easy Elvis

Elvis doesn't waste any time rushing to meet you after you lower the shields on the Agent and Special Agent levels. Head to the hangar, where a battle for control of the ship is already underway.

2 Open the Hangar Doors

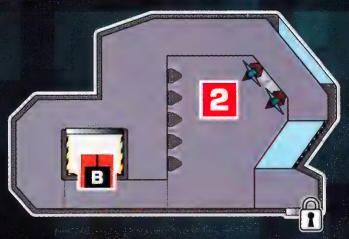
On Perfect, head straight across the hangar to another elevator. It will take you up to the hangar control room. Use your limited ammo to eliminate the lone Skedar guard, then activate the computer terminal to open the hangar doors for Elvis.

Hangar Hassle



You'll find the two Maian protectors will have started exterminating the Skedar menace before you even get to the hangar. Help them out with the AR34. If you concentrate on the enemies near the ship in the hangar, the Maians should have no trouble near the elevators. Don't forget to scoop up the Mauler ammo that fallen Skedar leave behind. One charged Mauler shot will finish a Skedar.

CONTROL ROOM 2



Elvis in the House

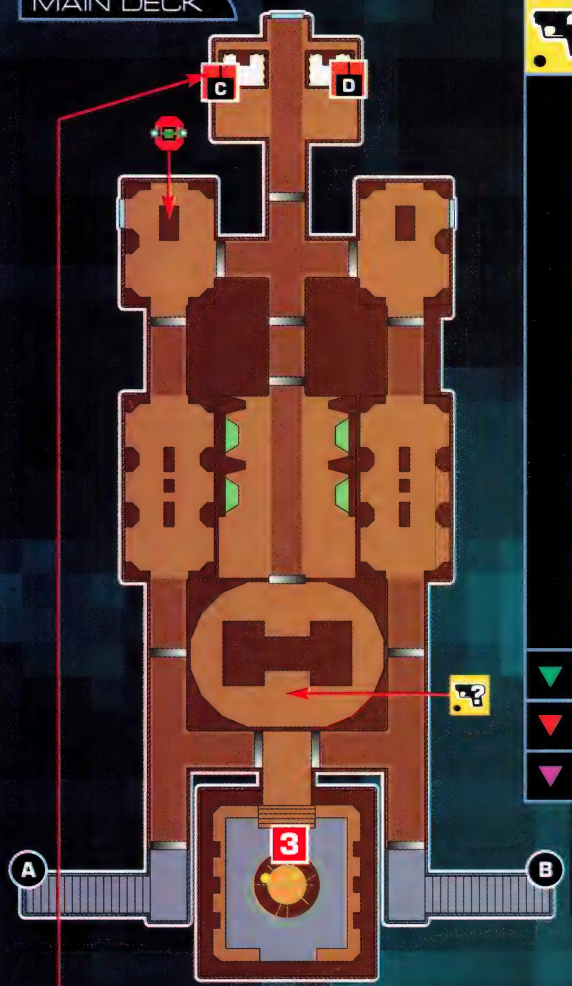
On Perfect Agent, Elvis will be waiting for you outside elevator B like a loyal dog. Instead of slippers, he has a more useful present for you—an AR34 assault rifle. He'll follow you to the hangar.

Elevator Action

The elevators will come online while you fight the Skedar in the hangar. Elvis will tell you to go upstairs then take the right elevator. You take the left one. He'll hang with you the rest of the level, so be careful not to take him into a crossfire. Try to aim high. Elvis's big noggin can get in the way if you aren't careful.

Locked Door (Special Agent)

MAIN DECK



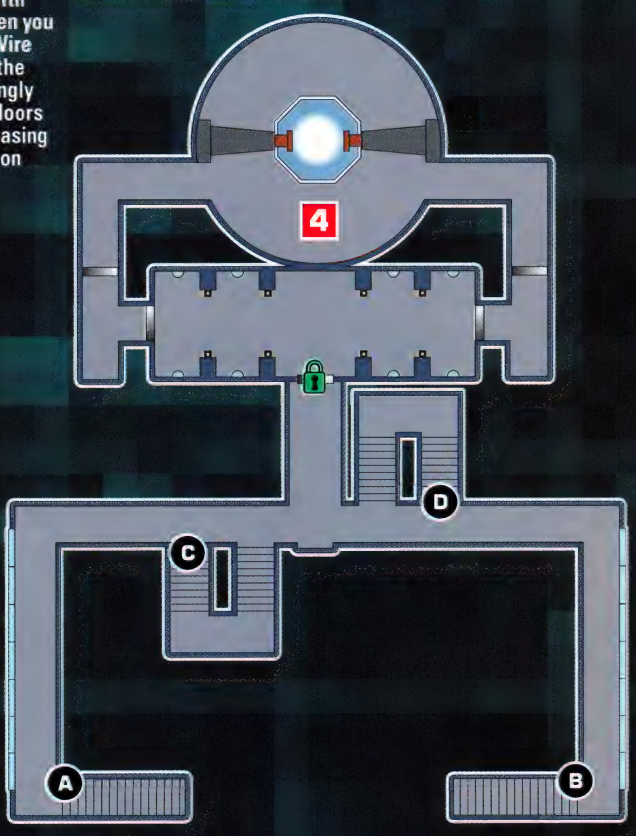
Crank Up the Slayer

The road to this gun is paved with peril, but it will be worth it when you first use its supercool Fly-by-Wire function. The trickiest part of the trip is a room filled with seemingly benign chambers. Their green doors will pop up after you pass, releasing Skedar warriors. The Slayer is on the floor of the next room.

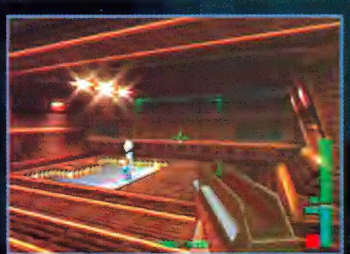
3 Access the Navigational Systems

Your main objective on this deck is to find the Skedar map room, where you can access holographic images to navigate the galaxy. Get Elvis to this room safely so he can reprogram the ship for a new course. A couple of Skedar are in there.

ENGINE ROOM



Final Elevation



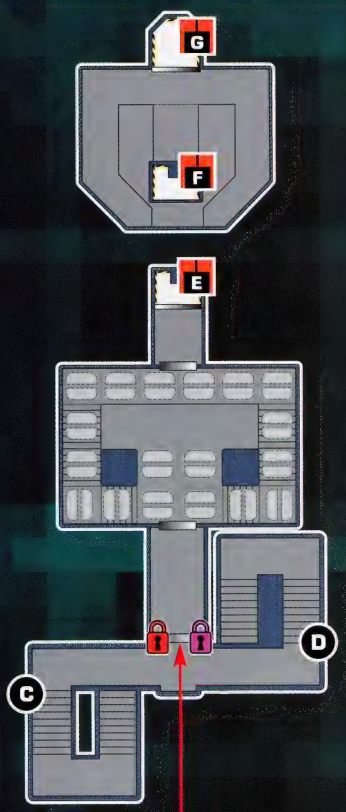
The elevators from the hangar take you to the main deck, where they become part of the floor. You won't be able to get back down the way you came, but you have no more objectives to complete down there anyway.

4 Sabotage the Engine Systems

The glowing radiation core of the Skedar craft's engine is in a cylindrical room accessed through ductlike corridors. From a safe distance, clear the room of Skedar warriors before you enter. Shoot out the braces holding the core in place then run like the wind.

MAP KEY — A Junction Point | A Elevator | Hidden Gun | Shield (Agent/Special Agent) | Door

ELEVATORS TO BRIDGE



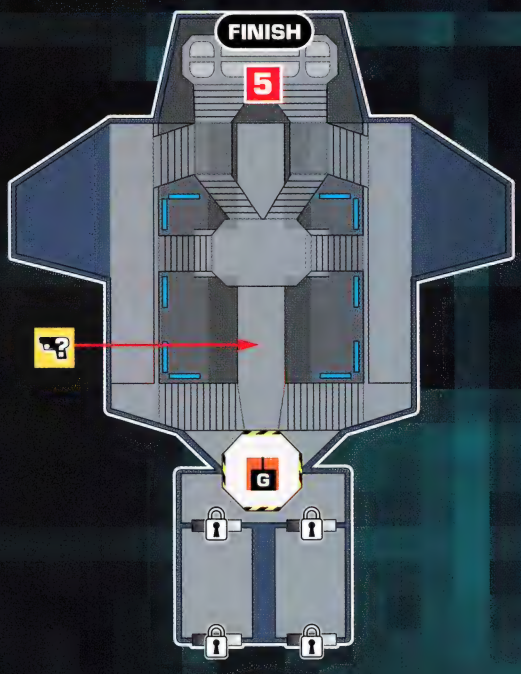
5 Gain Control of the Bridge

It's a tough fight to get to the bridge and an even tougher fight to hold onto it. Once you make it to the helm of the ship, Elvis will show up to take the controls. It will be up to you to fight off Skedar interlopers as they swarm from two doors by the elevator. It won't take the alien long to gain control of the ship.

More Mauling

One of the Skedar warriors on the bridge will give you double the trouble until you blast it. Then it'll give you two Maulers to use against its brethren, while your ammo lasts.

BRIDGE



First Things First

You won't be able to get to the bridge to finish your mission on the Perfect and Special Agent levels until you complete all other objectives. A locked door near the engine room keeps you honest.

FINISH LEVEL

UNLOCK CHEAT

Phoenix

There are a lot of enemies, and only one of you. You shouldn't feel guilty about evening up the odds with a powerful alien weapon. Set the Phoenix on its secondary, Explosive Shell function to cause some major damage.

TIME TRIAL

UNLOCK CHEAT

TIME: Under 5:17

Alien

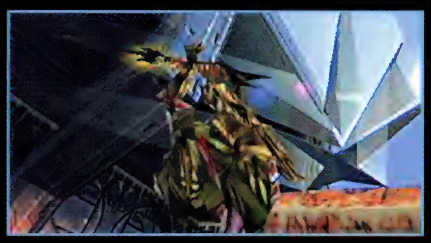
Don't rush things at the start or you'll get iced. Wait for the first Skedar to turn its back, then hack it with the knife. Charge up the Mauler and do in its buddy, then take care of the shields. Once you meet Elvis, hang around and pick up Maulers during the firefight, then board the elevator as soon as it arrives. Using charged-up Mauler shots, work your way directly to the navigation room, then run for the next floor as soon as Elvis takes care of business. If you don't clear out every Skedar you see, Elvis will be killed, so be thorough with your Mauler. Head upstairs and blow up the engine systems, then make for the upper deck, making sure the way is clear for your little buddy. Once you reach the bridge, the fight will be academic—if you get your hands on those double Maulers, you'll take control of the bridge in no time.

Your new alien pal in Cooperative Mode has a few advantages over Elvis. He keeps his mouth shut, tends to stay out of trouble and, most importantly, covers your back with an RC-P120. He lags behind a bit, but he's a big help in a firefight.

Locked Door | Locked Door (Agent) | Locked Door (Special Agent) | Locked Door (Perfect Agent)

MISSION 9

Skedar Ruins: BATTLE SHRINE



MISSION OBJECTIVES:

AGENT ▼ ▼ | SPECIAL AGENT ▼ ▼ ▼ | PERFECT AGENT ▼ ▼ ▼

1. Identify the Temple Targets
2. Activate the Bridge
3. Gain Access to the Inner Sanctum
4. Destroy the Secret Skedar Army
5. Assassinate the Skedar Leader

BRIEFING

The Leader of the Skedar is based in a ruinous Battle Shrine on a desert planet. As you wind your way through the ruins, you will run into the ferocious Skedar zealots. Most of the Skedar are unarmed, but they still have their prodigious claws to attack you with, and they are cloaked, so they still pose quite a threat. Pick up the first Reaper that you find—you'll need its grinding feature if you run out of ammo.

ELVIS

We need you to lay some groundwork for us. There is a shield protecting the shrine. Mark the correct obelisks so we can disable the shield then destroy the shrine. Find your way to the heart of the shrine and assassinate the Skedar Leader. He must be taken care of, Joanna! It is our belief that if the Skedar Leader is destroyed the galaxy will have a chance at peace.

EQUIPMENT

Falcon 2 (Scope) ▼ ▼ ▼

Callisto NTG ▼ ▼ ▼

The rapid-firing Callisto should be your weapon of choice as you weave through the mazelike ruins.

Devastator ▼ ▼ ▼

Use the Devastator's grenade launcher to blast your way into the temple and to blow up temple targets.

IR Scanner ▼ ▼ ▼

The IR Scanner will help you find a way into the base and enhance your vision in dim light.

R-Tracker ▼ ▼ ▼

The R-Tracker will help you identify the three obelisks Elvis wants you to mark for him.

Target Amplifier ▼ ▼ ▼

Attach these to the correct obelisks for Elvis. If you mark the wrong obelisk, you will fail an objective.

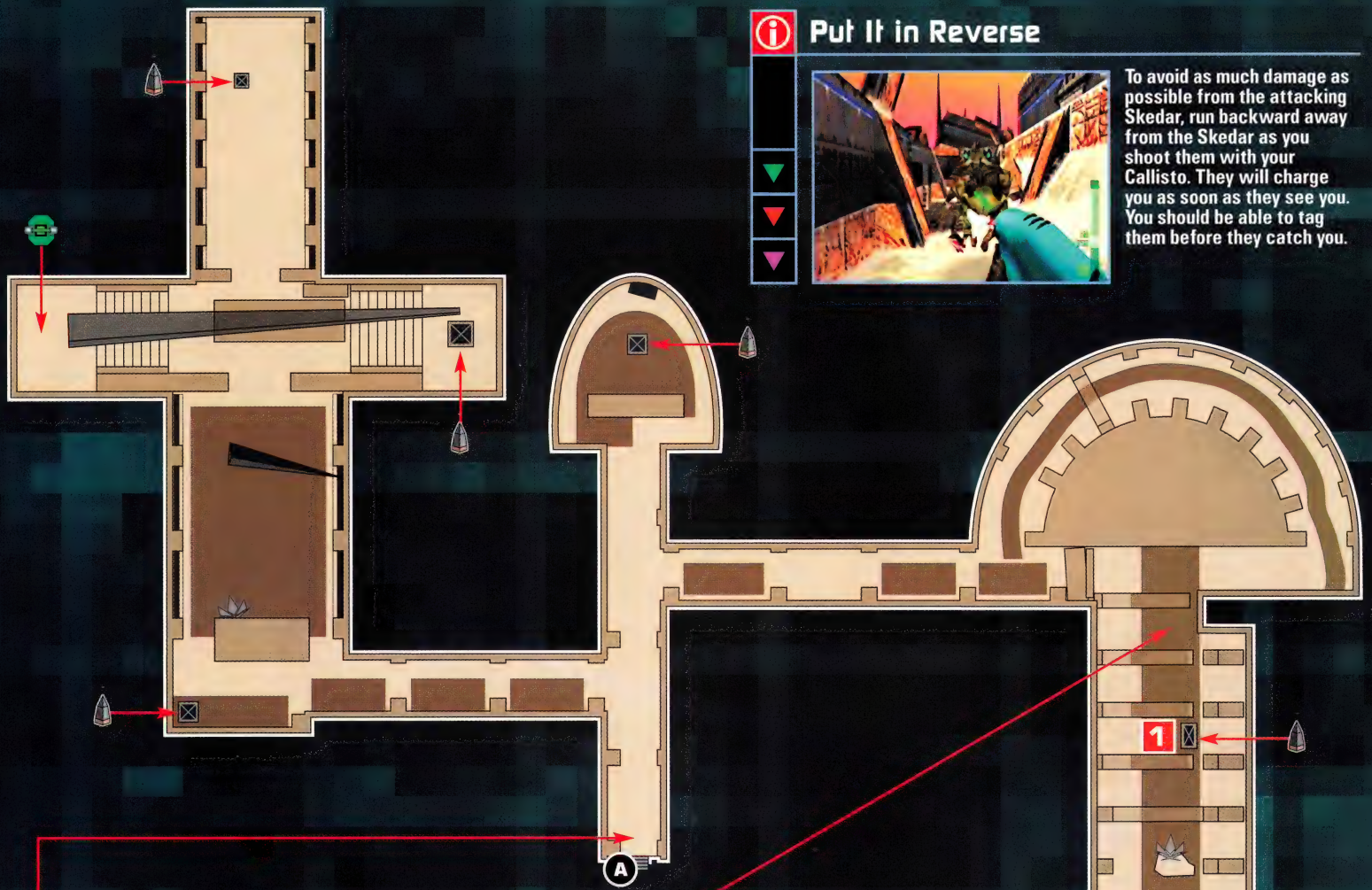
1 Identify the Temple Targets

There are five dark obelisks of various sizes peppered among the ruins. If you play the mission more than once, you will find that the three correct obelisks to mark are randomly selected each time. Joanna will automatically recognize the first correct target you reach. She will call it "one of the special pillars."

Turn on your R-Tracker. A small radar-type window will appear in the upper-right corner of the screen to guide you to the remaining targets. The target will disappear on the radar screen as you approach it and your symbol covers its symbol. If you place the Amplifiers on the wrong pillar, you will fail one of the objectives.

You will be defenseless while you are attaching the Target Amplifiers, so make sure you clear the area of Skedar so they can't attack you when you're vulnerable. After you have placed the last Amplifier, get out of the way of all three targets. Elvis will blow them up, and you can take damage from the explosion.

MAP KEY — A Junction Point | Shield (Agent) | Temple Target



Put It in Reverse

To avoid as much damage as possible from the attacking Skedar, run backward away from the Skedar as you shoot them with your Callisto. They will charge you as soon as they see you. You should be able to tag them before they catch you.

Climbing down the Ledge

Carefully and slowly walk to the edge of the cliff. Once you've dealt with the two Skedar—one across the gorge and the other hiding below you to the right—drop down to the narrow ledge below. If you go too far too fast, you will fall into the gorge and your mission will be over.

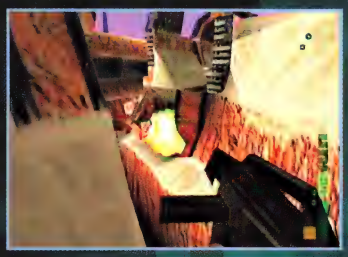
Don't Fear the Reaper

The first armed Skedar will drop his weapon, a Reaper. Pick it up. It doesn't have great firepower, especially at long range, but its secondary function is very useful in a pinch.

Double Phoenix

Elvis will take care of the three temple targets you pick out for him, but there will always be two random pillars left unscathed after the assault from the upper atmosphere. Destroy the remaining pillars with the Devastator. A pair of Maian Phoenix guns will appear at the edge of the ravine. With their explosive shells, they're invaluable.

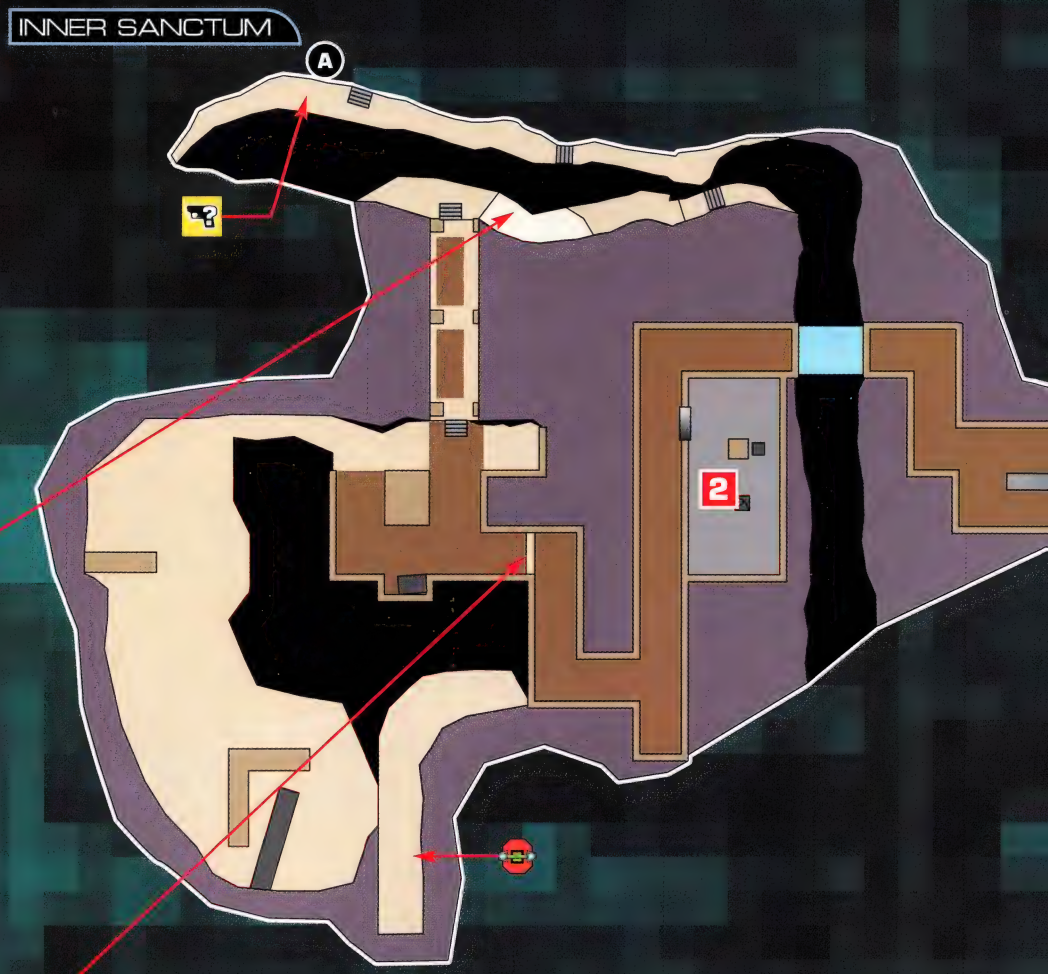
Rock Removal



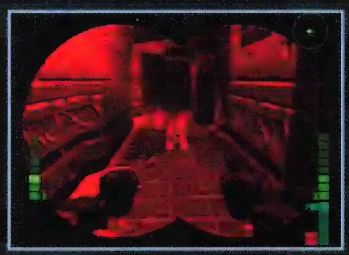
The path to the inner sanctum of the temple is blocked by a large section of rocky cliff. Target the cliff with the Devastator's grenade launcher before you drop down to the narrow ledge bordering a bottomless pit.

Break into the Wall

Jump down into the new area of ruins, walk as far as you can straight ahead, then look to your left with the IR Scanner. You will see an oval-shaped imperfection in the wall. Use a Wall-Hugger from the Devastator to break the wall open, allowing you to enter. You can also use the Phoenix's explosive shells to gain entry.



2 Activate the Bridge



Open the door with the blue markings just around the corner from the big gap between buildings. Watch out for the swarm of small Skedar that will attack you. Use your explosive Phoenix shells or NTG to make quick work of them.

Push the large triangular wall fragment along the floor. Find the embossed panel on the side of the pillar facing the open air. Leave the fragment there. It will activate a bridge that will allow you to pass over the big gap between buildings.

MAP KEY
A Junction Point
Shield (Agent/Special Agent)
Door
Hidden Gun

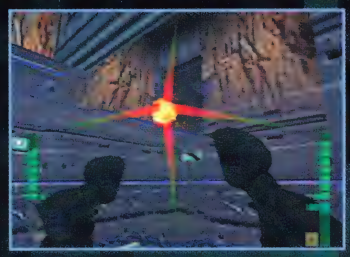
Snag a Slayer

Lean around the corner and blast the Skedar guard with explosive Phoenix shells as it fires a Slayer at you—be sure to run away if you miss. Once the guard is gone, grab its Slayer.

3 Gain Access to the Inner Sanctum

The miniature shrine will ask you to pay homage to the god of war. Select your most useless weapon and press B to give it to the computer. This will open the door directly above the terminal, which leads to the inner sanctum. Consider using the Devastator as your tribute to the war god. You've probably used all of the ammunition for it, and you won't be getting any more. You will not get back whatever weapon you pick, so choose wisely.

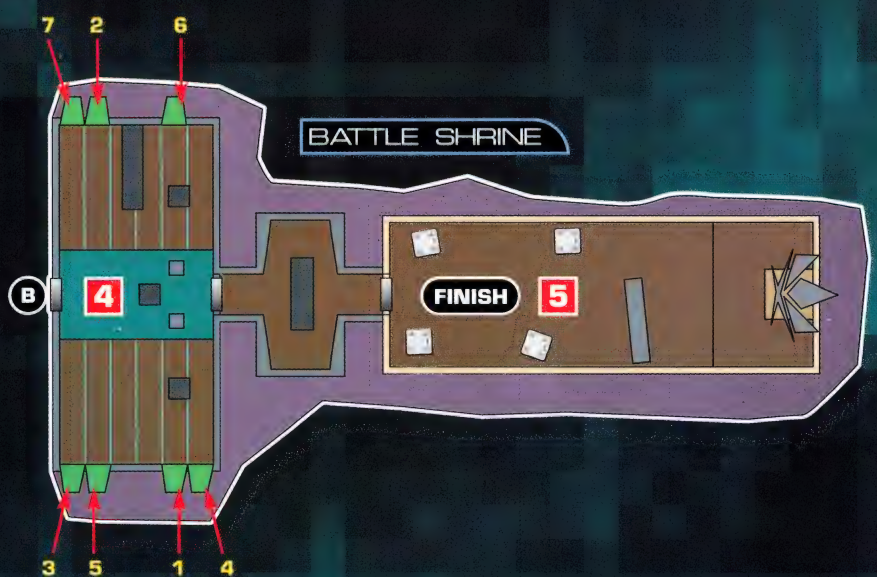
Catch the Guard



A guard is stationed in front of the door directly above the computer terminal. You can catch it off-guard when you're still on the transparent bridge, or you can shoot it from below when you're at the computer terminal.

4 Destroy the Secret Skedar Army

If you can quickly attack the Skedar as they wake from their cryo-sleep pods, you won't have to deal with a lot at once. The order you should take is shown to the right. The first one to go will drop a Mauler, making the job much easier. Just run through this room on Agent and Special.



Locked Door (Special Agent)
Locked Door (Perfect Agent)

5 Assassinate the Skedar Leader

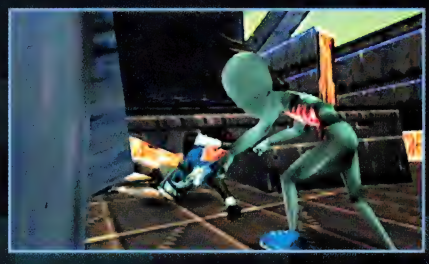
The crates inside the Leader's chamber have ammunition for your new Mauler inside them, but your best weapon may be the Phoenix's explosive shells. The Skedar Leader will send large and small Skedar soldiers after you, he will shoot Slayer rockets at you, and he will teleport onto the floor and attack you directly. When you're not playing defense, keep attacking the Leader.

Take out the other Skedar, run away when the Leader teleports near you and blast the Slayer rockets out of the air. When the Leader takes enough damage, it will move under the statue and its shield will turn green. Shoot the parts of the statue in the recommended order at right to make them fall. When the last piece falls, the Leader will be no more.

SKEDAR STATUE

Picture-Perfect Ending

A final cinema will reassure you that Joanna makes it out of the temple in one piece, with a little help from Elvis. The Maians will destroy the entire complex as soon as they get the message that Elvis has left the building.



FINISH LEVEL

UNLOCK CHEAT

R-Tracker / Weapon Cache Locations

This particular R-Tracker adds a radar readout to the top-right corner of your screen. The blue dots on the tracker indicate the locations of the hidden weapons in the level.

TIME TRIAL

UNLOCK CHEAT

TIME: Under 5:31

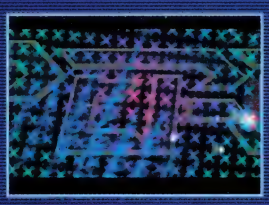
All Guns in Solo

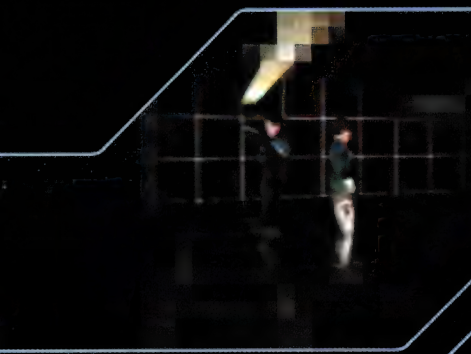
The extremely powerful All Guns cheat gives you a very full arsenal, with nearly every weapon in the game at your disposal. A few of the trackers and special weapons aren't available, but most of the heavy artillery is at your fingertips.

To beat this time trial, you'll have to be...well, perfect. It's hard enough just to finish this level on Perfect Agent. Use the high impact shells of the NTG to cut down Skedar as you run, but take the extra few seconds to blow up the two temple targets you don't identify—the double Phoenix guns will save you time later. Make a running jump over the gorge instead of going around, then charge through the temple, blasting all Skedar you see with the Phoenix's explosive shells. When you fight the secret army, use this guide to anticipate where they're coming from. You'll need luck with the Leader. If it keeps firing Slayers and you keep blowing them out of the air near its body with Phoenix shots, you'll beat it in no time. Of course, you can get both cheats for this level simply by plugging Perfect Dark for Game Boy into a Transfer Pak.

REWARDS FOR PERFECTION

Vanquishing the Skedar doesn't just win you glory. If you finish the game on Agent level you'll get the option to have a new intro screen for the game. If you beat it on Perfect, you'll get an even better reward: Perfect Dark difficulty level will open for all the Solo Missions, allowing you to edit the opponent AI à la 007 mode from GoldenEye. You'll be able to make levels as easy or as difficult as you like.





SPECIAL ASSIGNMENTS

One Special Assignment is opened when you finish the game on each difficulty level. This is your chance both to get a bit more of the back story and to find out what happened after Joanna Dark took care of the Skedar Leader. This is also your chance to play the game as a Maian and a Skedar in disguise. Very special, indeed.

Agent Mode
MR. BLONDE'S REVENGE

COMPLETE

BRIEFING

Up to now, Cassandra has been extremely useful to the Skedar as a stooge, but she really botched the Cetan project. Mr. Blonde has been sent to capture her and wreak havoc on the secret labs in the basement of the dataDyne building. It won't be easy. The building is crawling with shotgun-wielding security personnel.

MISSION OBJECTIVES:

AGENT / SPECIAL AGENT / PERFECT AGENT

1. Plant the Explosive Device in the Lab Lift
2. Eliminate the dataDyne Captain
3. Locate and Escort Cassandra to the Helipad

EQUIPMENT

Mauler ▼▼▼
This standard-issue Skedar weapon packs a wallop when you charge up its shots.

BombSpy ▼▼▼
Like the CamSpy, the BombSpy can be steered by remote control. Unlike the CamSpy, it has a powerful bomb on board.

Cloaking Device ▼▼▼
This technology uses an alien crystal to refract light around the user, rendering him invisible until he fires a weapon.

Skedar Bomb ▼▼▼
Use this directional fusion bomb to destroy the underground research labs.

1st FLOOR

Quick Cloak

You should cloak yourself immediately in this level to avoid the risk of detection. Head for the reception desk first to grab the two spare CMP150s, then run for the lobby elevator on Agent and the laboratory lift on Special and Perfect. If you're seen, you'll be in for big trouble.

1 Plant the Explosive Device in the Lab Lift

After cloaking, make tracks for the basement elevator. As soon as you enter its room, de-cloak and shut the door behind you without letting any guards see you—this'll give you the privacy you need to plant the bomb inside the elevator. Once that's done, you'll have only a short time to finish the level, so get ready to roll. Cloak yourself again and make a beeline for the elevators.

MAP KEY: A Junction Point | A Stairwell | A Elevator | Shield (Agent) | Security Camera | Door

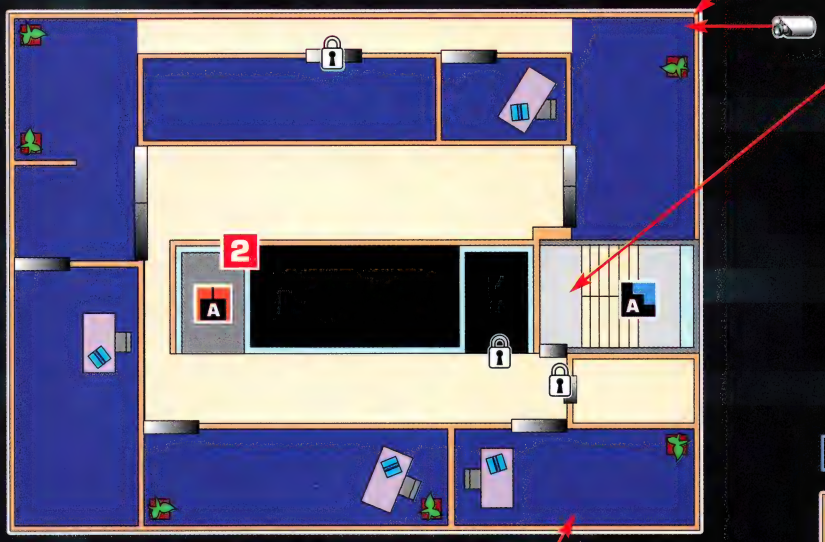
2 Eliminate the dataDyne Captain

Your attempt to reach Cassandra's floor by elevator will be temporarily thwarted by dataDyne security. Your elevator won't start moving until you eliminate the head of security as she comes up for an elevator duel. Charge up the Mauler, keep moving and let her have it when she comes in range.

Really Bad TV

If you make a guest appearance on the dataDyne security show, Cassandra's bodyguards will permanently cancel your career as a kidnapper. Target a small portion of the cameras from around corners to destroy them without being detected.

21st FLOOR



N-Bomb Nightmare

The dataDyne shock troopers in the stairwells are the toughest enemies you'll face on this level. They're packing DY357 Magnums, and every once in a while they might toss a devastating N-Bomb that'll shake up your Skedar sensibilities.

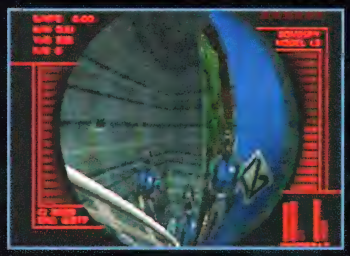
22nd FLOOR

Take Cover

If you still have any cloaking power left, you can just run up the fire escape to the next floor without engaging any guards. If anyone sees you, however, the hallway is not the place to fight. Run into this corner office, take out the guard at the desk then spin around and blast anyone who opens the door.

Locked Door
Locked Door (Perfect Agent)

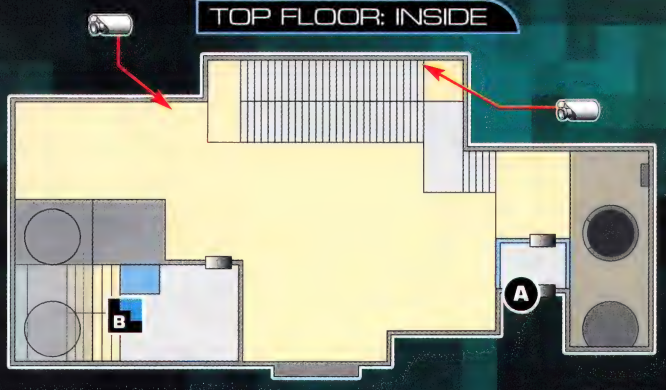
The BombSpy Tour



Find a secluded spot on any of the upper floors to can make your fight easier. After you deploy the BombSpy, troops will follow it for a while before shooting it. Lure a bunch of them together and then detonate it, cutting down your workload.

23rd FLOOR

TOP FLOOR: INSIDE

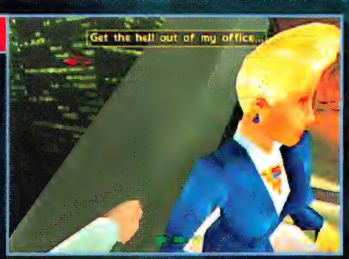


Speed Bumps

You'll have to fight two elite guards when you get to the covered portion of the rooftop. Don't waste time—focus your attention on them, not the two cameras or the alarms. Since you've already planted the bomb, it won't matter if security knows you're there.

3 Locate and Escort Cassandra to the Helipad

3a

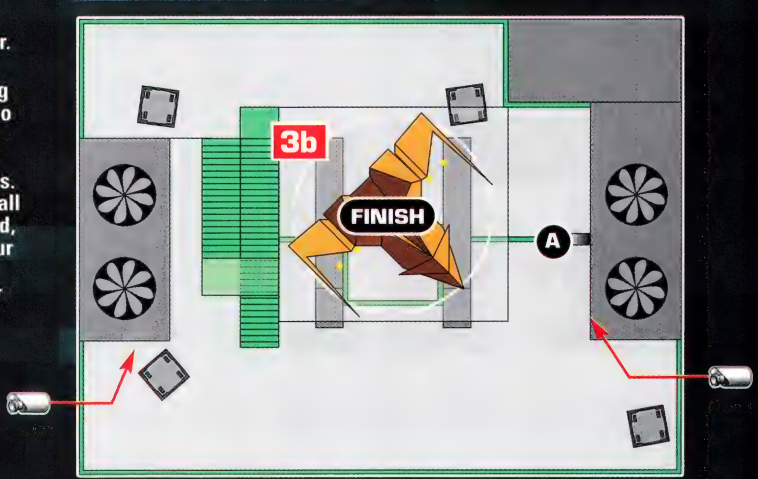


Your most important stop on the way out of the building is Cassandra's office on the 23rd floor. You won't be able to carry her, so be sure not to shoot her or knock her unconscious. She may pull out a weapon, so be prepared to disarm her.

3b

Once you start moving toward the roof, try to stay very close to Cassandra, or she'll ignore your commands. You need to take her all the way to the helipad, where you parked your Skedar transport for the escape into outer space.

TOP FLOOR: OUTSIDE



MAP KEY: A Junction Point | Stairwell | Security Camera | Door | Locked Door

Training COMPLETE
THE DUEL

SPECIAL ASSIGNMENTS

BRIEFING

The final test in Carrington Institute operative training is a dueling program that pits you against tough holographic opponents. The setup is much like the 19th-century-style "pistols at ten paces," but you don't need to shoot from a stationary position in this modern variation. Anything goes once you turn around.

CARRINGTON

You've been perfect so far in your testing, Joanna, but you've never faced a challenge this difficult. We've simulated opponents that match or exceed the skills you'll see in real-world enemies. Marksmanship will not be enough to accomplish a perfect score here. You'll have to employ tactical combat maneuvers. I have every confidence you'll succeed.

EQUIPMENT

Falcon 2 (Scope) ▼▼▼

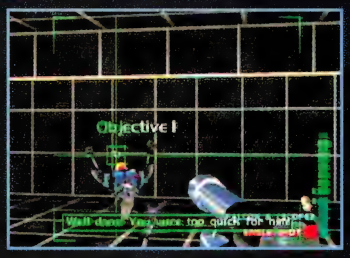
Your trusty automatic sidearm is equipped with a scope, so you can zoom in on opponents when targeting.

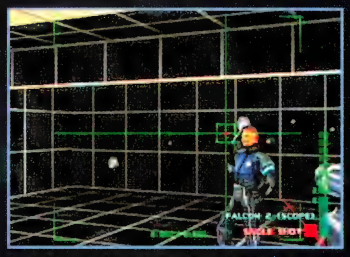
MISSION OBJECTIVE

AGENT ▼ SPECIAL AGENT ▼▼ PERFECT AGENT ▼▼▼

1. Defeat the dataDyne Guard
2. Defeat Jonathan Dark
3. Defeat Trent Easton

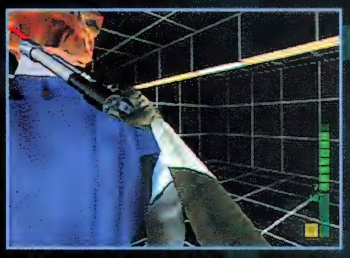
1 Defeat the dataDyne Guard





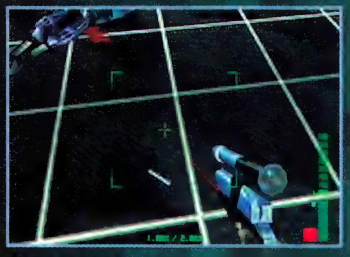
You have time just to turn and shoot, and he probably won't give you time for another chance. A safer approach is to run behind the wall, wait for him to shoot, then jump out and pop him. You can always jump behind the wall again to repeat the process.

Hoard Bullets



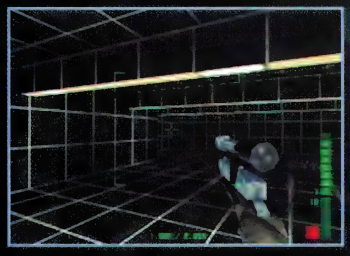
Take your shots carefully in the first duel. If you empty your clip, you'll be hurting when you face Jonathan in the next fight. Switch your gun's function to pistol whip then try to get behind him.

Spoils of Victory

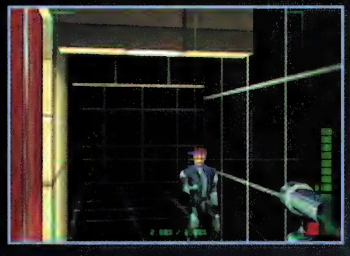


If you are nearby your opponent when you defeat him, you can pick up his weapon before the next duel. Jonathan drops a Magnum. It would be wise to pause the game and switch weapons on the inventory menu.

2 Defeat Jonathan Dark

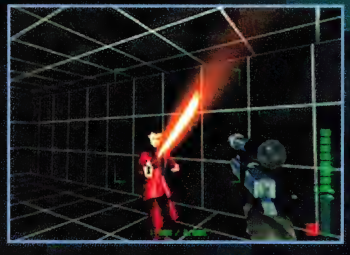


Jonathan will be gone when you turn around to fire. The little creep slithered behind the wall when your back was turned. Stay in motion so he can't get a clean shot.



Turn the tables on Jonathan by running behind the wall yourself. If you're fast enough, you can get off a shot while his back is turned. It won't help to run away—he's a good shot.

3 Defeat Trent Easton



As you might expect, Trent is your toughest duel. He'll nail you if you try to run, so you may as well attempt a quick shot. One strategy is to target him while crouching to make yourself into a smaller target. He'll give you the opportunity to fight your first two opponents many times.

Special Agent Mode

COMPLETE

MAIAN SOS

BRIEFING

Don't expect a Maian Protector to take an alien autopsy lying down. Before Joanna and Jonathan pulled off their daring rescue in Area 51, Elvis made his own attempt to send out an SOS. You'll need to put that big alien brain to good use if you're going to make it through this level—you have no weapons at the start.

EQUIPMENT

Unarmed

You won't have the benefit of sophisticated Maian technology here. You'll need to rely on your bony, gray fists to disarm someone, then pick up discarded weapons as you eliminate enemies.

MISSION OBJECTIVES:

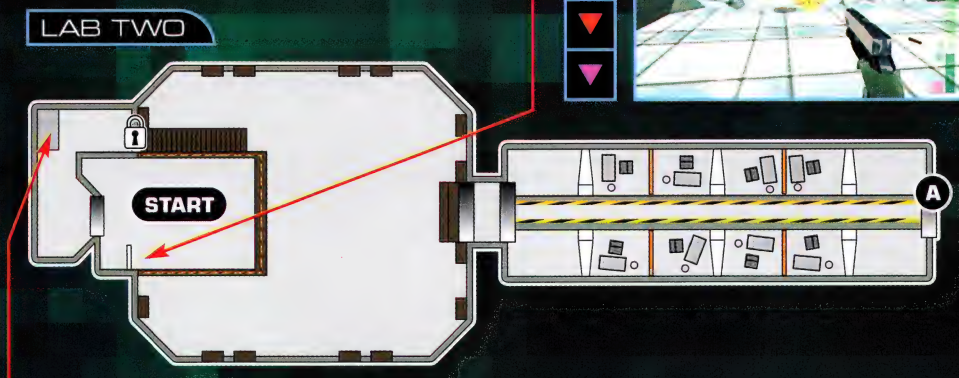
AGENT / SPECIAL AGENT / PERFECT AGENT

1. Sabotage the Enemy Medical Experiment
2. Destroy the Captured Maian Saucer
3. Activate the Distress Signal

Bustin' Loose

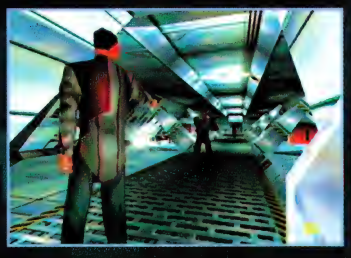
The scientist in the room has his back turned, giving you the element of surprise. He'll need to see you, however, before you can get his gun. When he pulls out the Falcon 2, disarm him. You should be able to take the gun and knock him out without alerting the other scientist.

Although the next room will offer you a lunatic express out of the lab, there's another way. Push the antigrav gurney against the glass wall and pump a few Falcon 2 shots into it. It'll explode, taking the wall with it. If you use this method, you can save your psychosis shot for someone with a good weapon.



A Short Trip to Insanity

Don't use the Falcon 2 on the scientist in the next room. Grab the Psychosis Gun from the table instead. Aim carefully—you get only one shot, and it takes him only a few seconds before he goes postal. Follow him when he runs through the door.



Maybe it's the psychosis serum. Maybe he just has workplace issues to sort out. Either way, the scientist you drugged will go on the warpath once he gets outside the autopsy room. He'll eliminate several of the Dragon-toting guards, allowing you to build up a supply of ammo.

MAP KEY: 2 Mission Objectives · A Junction Point · A Elevator · Door · Locked Door

RESEARCH FLOOR

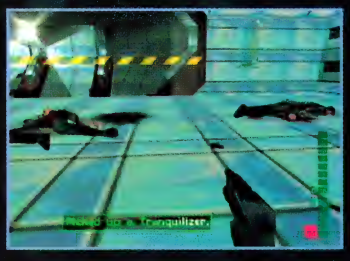
Crazy Gravy Train

Back up your psychotic friend by picking off guards when he has more than one to contend with. If he stays alive long enough, he'll lead you to the Cryochamber area with more guards and more Dragon ammunition for you. The amount of ammo you get varies according to skill mode.

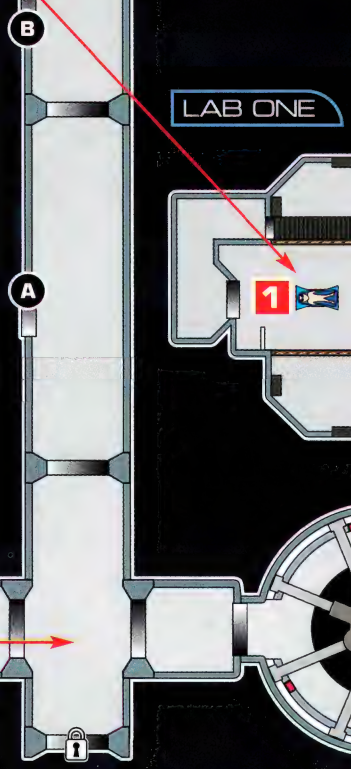
1 Sabotage the Enemy Medical Experiment

Your friend on the floating gurney is already doomed, but you can, and should, deny his murderers any scientific information they can gain from him. If you empty your clip into the gurney, it'll explode, taking the scientists with it. The gurney is heavily shielded, but it will eventually explode if you keep pumping bullets into it.

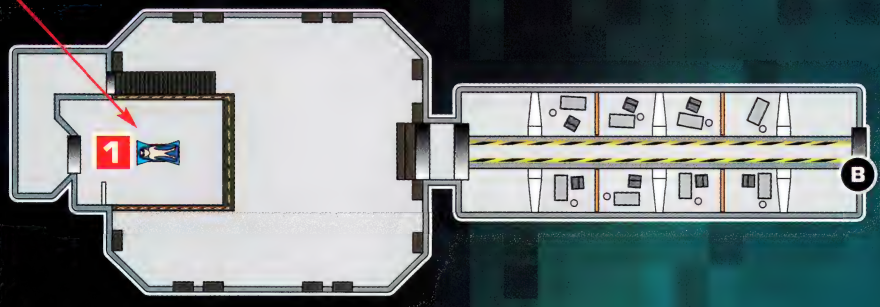
Instant Psycho

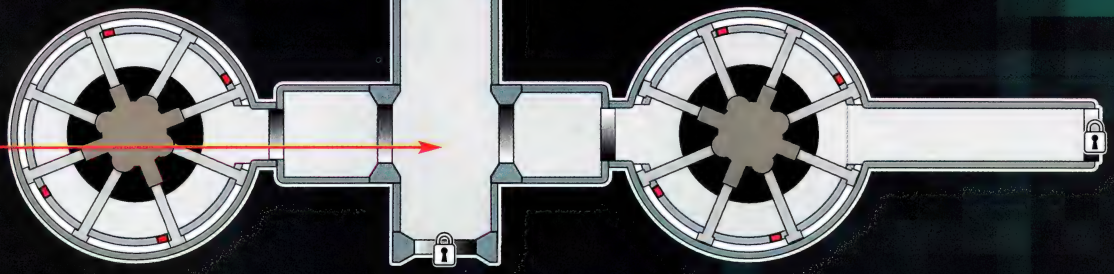


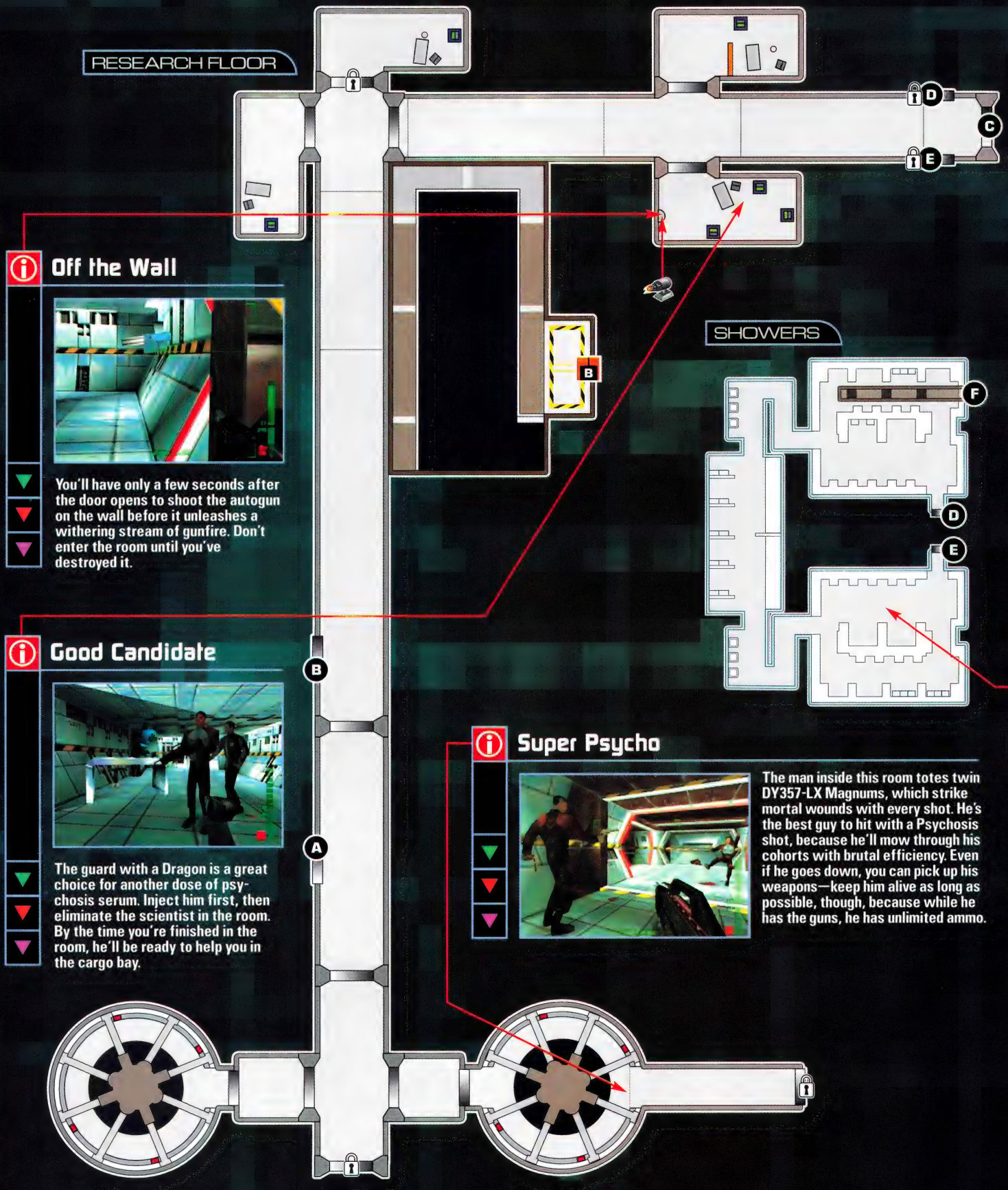
The scientists you encounter will drop two more doses of psychosis serum. Once your first psychotic friend ends his run, you can create more when you need them. Try to pick guards armed with machine guns.



LAB ONE





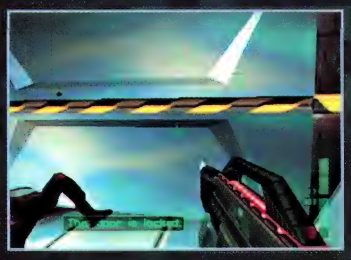

RESEARCH FLOOR
SHOWERS
A
B
C
D
E
F
Off the Wall
You'll have only a few seconds after the door opens to shoot the autogun on the wall before it unleashes a withering stream of gunfire. Don't enter the room until you've destroyed it.
Good Candidate
The guard with a Dragon is a great choice for another dose of psychosis serum. Inject him first, then eliminate the scientist in the room. By the time you're finished in the room, he'll be ready to help you in the cargo bay.
Super Psycho
The man inside this room totes twin DY357-LX Magnums, which strike mortal wounds with every shot. He's the best guy to hit with a Psychosis shot, because he'll mow through his cohorts with brutal efficiency. Even if he goes down, you can pick up his weapons—keep him alive as long as possible, though, because while he has the guns, he has unlimited ammo.
MAP KEY
Junction Point
Elevator
Door
Locked Door
Autogun

CARGO BAY

Battle in the Bay

As soon as you make it to the Cargo Bay, all the guards in the room will begin to fire at you. If you recruited a new Psycho, let him deal with guards on the first floor while you climb the ramp to the upper level on the far side of the room. Keep moving while you fire.

No Admittance



There are plenty of locked doors on this level, but you don't need to figure out how to open them. The only locked door you need to get through is at the beginning of the level in the lab.

Reload Room

If you're running low on ammo, run across a beam in the Cargo Bay that leads to the showers. You can take up an easily defensible position then target guards as they enter the room.

Doggy Door

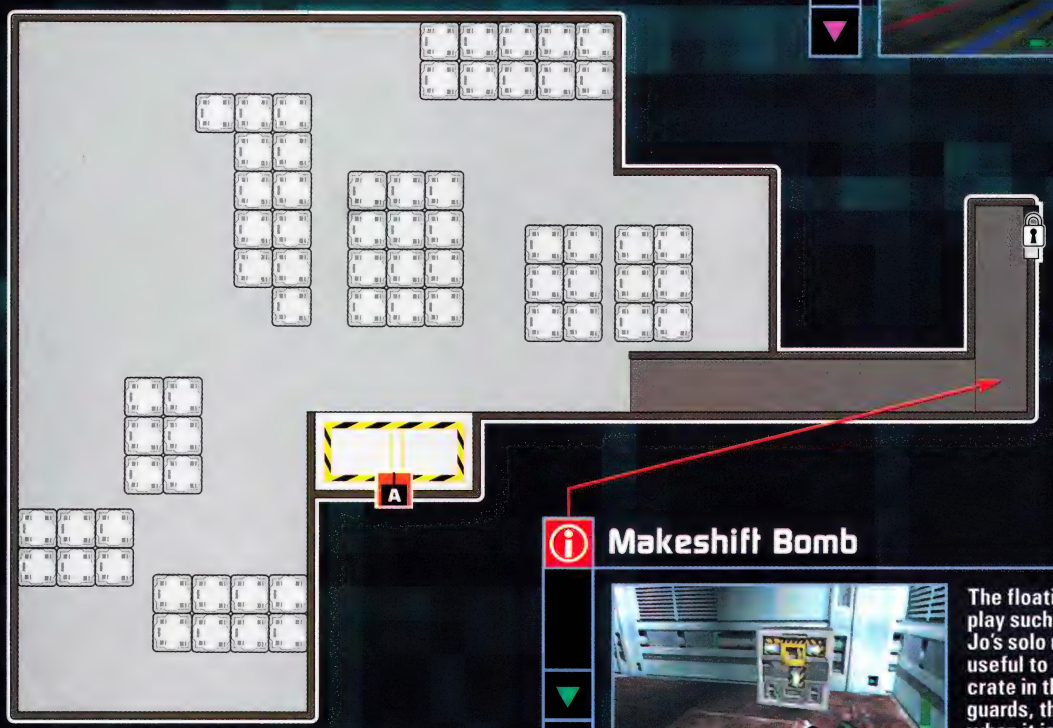
It's a good thing Elvis is small, because the only way into the warehouse from the Cargo Bay is through a tiny hole in the wall. Crouch down near the edge of the small opening, then target any guards you see with the Dragon. Don't waste too much time getting down, since the ringing alarm will attract more guards.

WAREHOUSE: UPPER LEVEL

A New Recruit

You should have at least one more dose of psychosis serum to use after you get to the warehouse. Pick any guard, then recruit him to your cause. You'll need the help here more than ever. Stay out of the crossfire when he goes ballistic.

WAREHOUSE: LOWER LEVEL

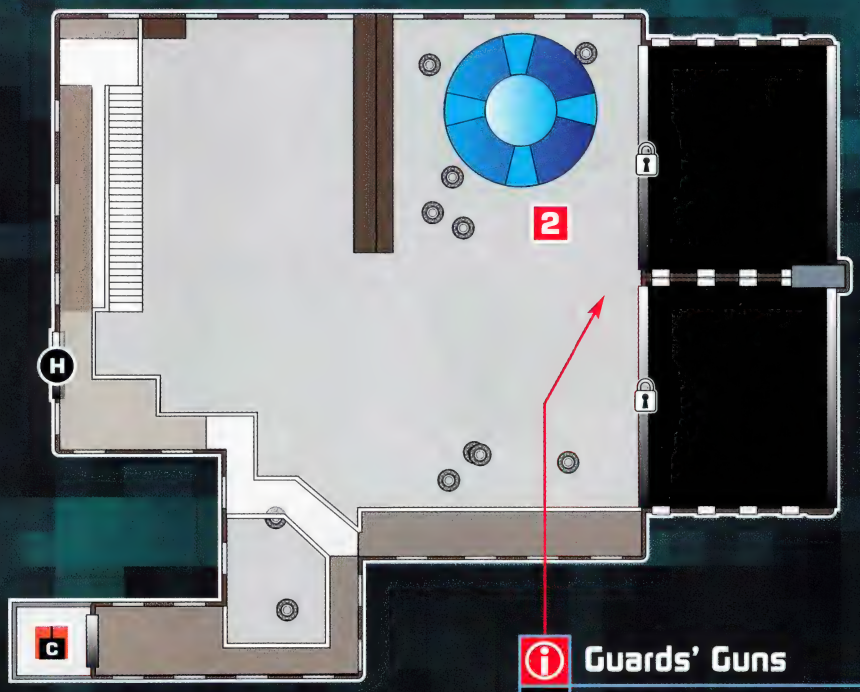


Makeshift Bomb

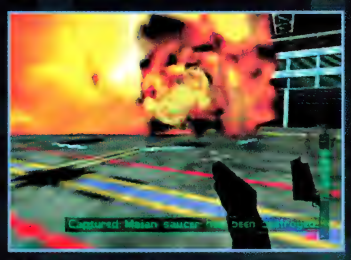
The floating crate that will play such an important role in Jo's solo mission can also be useful to Elvis. Shove the crate in the direction of guards, then open fire on it when it is near them. The explosion should take out anyone standing near it, but you may want to save it to blow up the saucer.

MAP KEY — A Junction Point | A Elevator | Door | Locked Door

HANGAR: UPPER LEVEL



2 Destroy the Captured Maian Saucer



Sometimes just pumping enough Dragon rounds into the saucer does the trick. If it doesn't, position the oil cans or a Dragon Proximity Mine directly underneath the craft. The explosive crate is even better. Stand a healthy distance from saucer and fire at the items beneath it for a big boom.

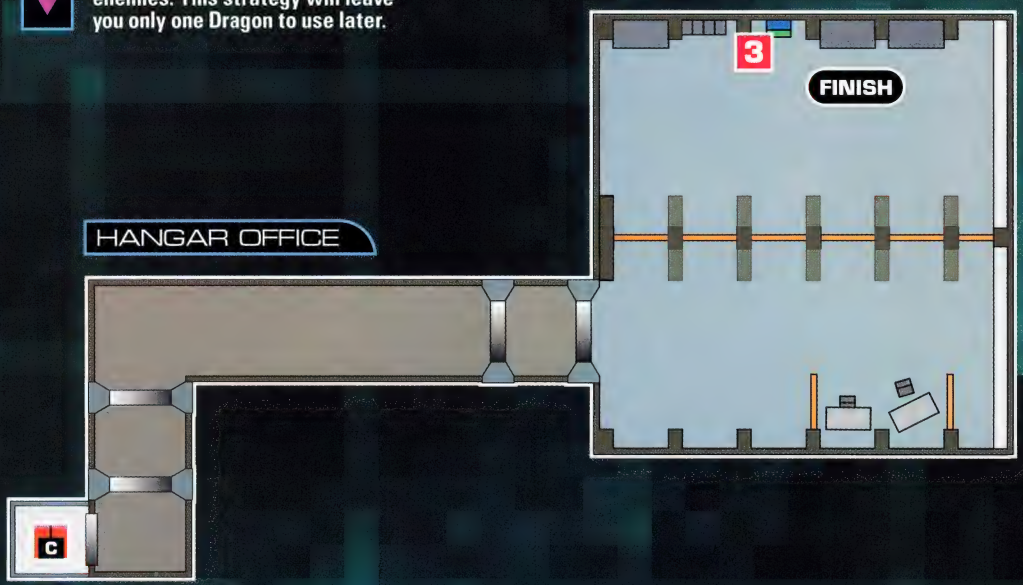
Guards' Guns

Guards will come out of the woodwork when you get to the hangar near your Maian spacecraft. Pick up ammunition as you need it, but try to leave a gun or two on the ground to use as Proximity Mines later. The guards regenerate for a while after you eliminate them, so you can also disarm them to stop the flow of enemies. This strategy will leave you only one Dragon to use later.

3 Activate the Distress Signal

At first, it appears there are a couple of scientists and little else in this room, but don't give up just because there are barriers in the center of the room. Blast one of the cubicle panels. A computer terminal on the other side allows you to finish the level, but you end up captured.

HANGAR OFFICE



Perfect Agent Mode

COMPLETE

WAR!

BRIEFING

The Maian's massive bombing campaign has ended, but a group of Protectors has been sent down to the Skedar ruins to eliminate any survivors. The most important targets are potential candidates for king among the surviving Skedar elite. These monsters are capable of spawning Skedar warriors, so speed is important.

EQUIPMENT

Phoenix ▼▼▼

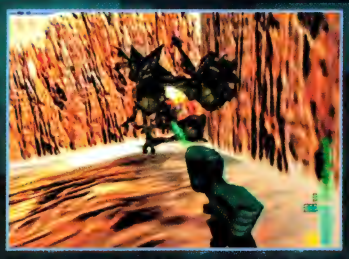
This standard-issue pistol for Maian warriors is a small but potent weapon when loaded with explosive shells.

MISSION OBJECTIVES:

AGENT ▼ SPECIAL AGENT ▼▼ PERFECT AGENT ▼▼▼

1. Defeat the Skedar King
2. Defeat the Second Skedar King
3. Defeat the Third Skedar King

1 Defeat the Skedar King



The first order of business is to switch your Phoenix to its more powerful, secondary function: explosive shells. You'll be able to take out each Skedar warrior with two or three shots. Don't waste time shooting every enemy. The Skedar King will just continue to spawn more of them until you are overwhelmed. The King is waiting for you by the power generator within the base. He's armed with a Reaper, so eliminate him quickly.

INNER SANCTUM

2 Defeat the Second Skedar King

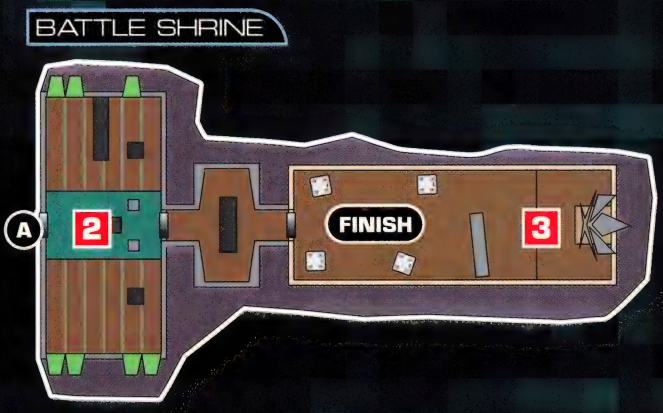
A door above the lair of the first Skedar King will open after you destroy him. The next candidate for Skedar King probably wouldn't win the intelligence portion of the competition. Armed with a Slayer, he'll fire at you even if there's an obstruction in front of him. He'll end up destroying himself if you keep a pillar between the two of you. The Slayer will be useful against the next candidate.

MAP KEY: A Junction Point | Door | Locked Door

3 Defeat the Third Skedar King

The third and final Skedar King is waiting for you beyond the next set of doors, inside the same shrine where Joanna so recently took down the Skedar Leader. Open up on him with the Slayer the moment you step through the door, then keep blasting.

The big Skedar will also have a Slayer, and if you can detonate his rockets with Phoenix fire as they leave his weapon, they'll explode right next to him and do serious damage. Keep it up—you'll be doing the Maian victory dance in no time.

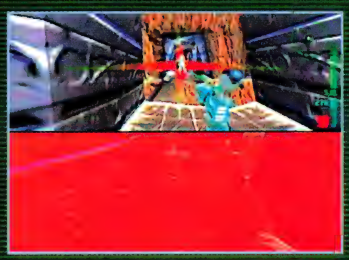


Counteroperative

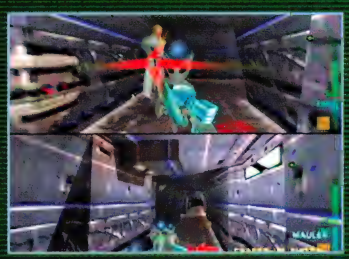
Two players can square off as mortal enemies in the centuries-long war between the evil Skedar and the noble Maians. The Maian player assumes the same role as in the Solo Mission, while the Skedar player becomes Mr. Blonde.

MAIAN ARMY

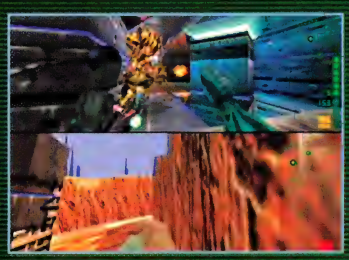
EQUIPMENT:
Phoenix



Keep those stinking Skedar monsters at a healthy distance. Use the green Maian crosshairs to direct explosive shells down the narrow corridors of the temple. The Skedar will easily destroy you at close range. Also, try to stay with your group of Protectors so you can concentrate fire in the direction of the enemy.



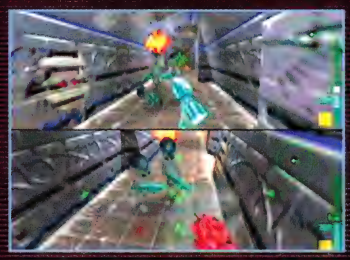
That explosive ammo you're using doesn't know the difference between a Skedar warrior and a Maian Protector, so don't indiscriminately blast everything around you. Your little gray pals are sitting ducks with those big craniums. Unfortunately, there is no option for turning off friendly fire.



Your first priority is to chase down the Skedar King to put an end to his spawning activities. The longer you wait, the more difficulties you'll have later in the level. On Perfect Agent, you'll need to snuff out the first two Kings quickly, then make a final charge to the shrine to eliminate the third.

SKEDAR ARMY

EQUIPMENT:
Mauler
Suicide Pill

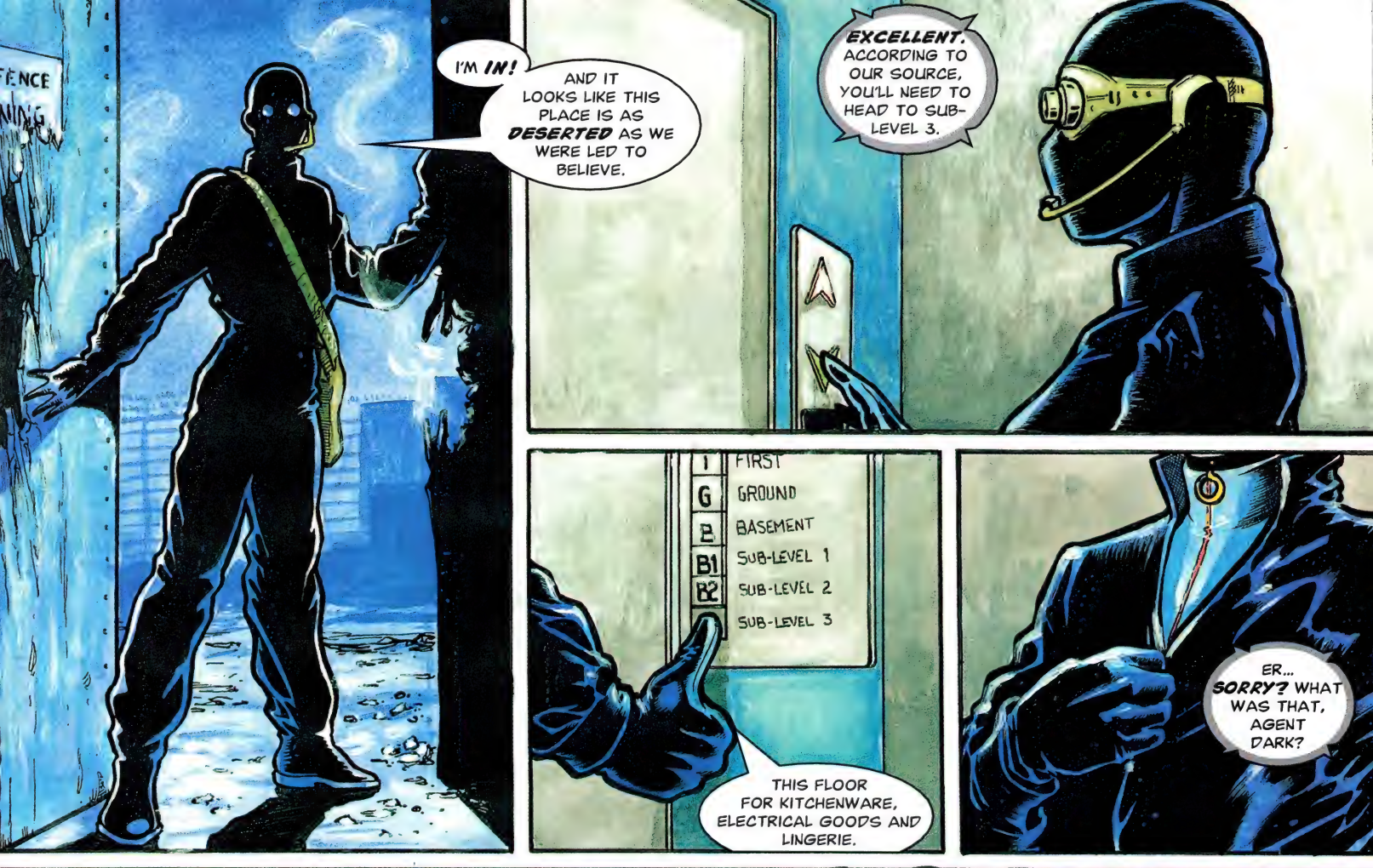


Forget everything you've learned in this game about self-preservation. There is an infinite number of Skedar in this battle for you to control. Don't be afraid to attempt suicide charges into the heart of the Maian defenses. They may miss you, and you can always start over.

The Maian leader is the Achilles heel of your opponent. If you eliminate him, your opponent fails. The leader is usually all alone back at the start. Keep in mind that he won't just stand there and let you shoot him. He's armed with a Callisto NTG and isn't shy about using it.

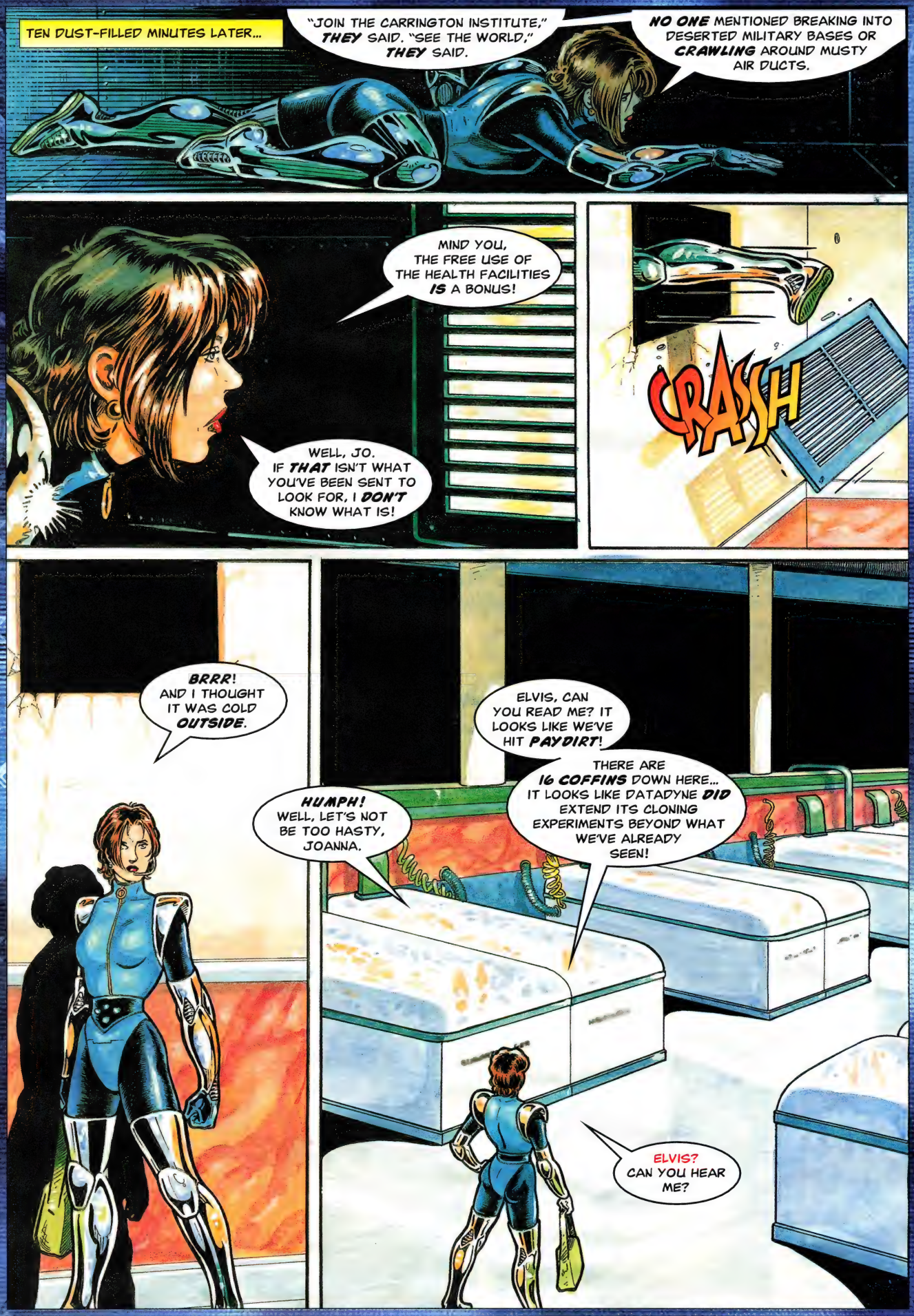
Normally, a suicide pill is the last resort of a warrior who's been captured. In your case, it's more of a travel option. When you get too far away from the action, just pop a pill to take over for a Skedar in another part of the battleground. You may not end up exactly where you want to be, however.

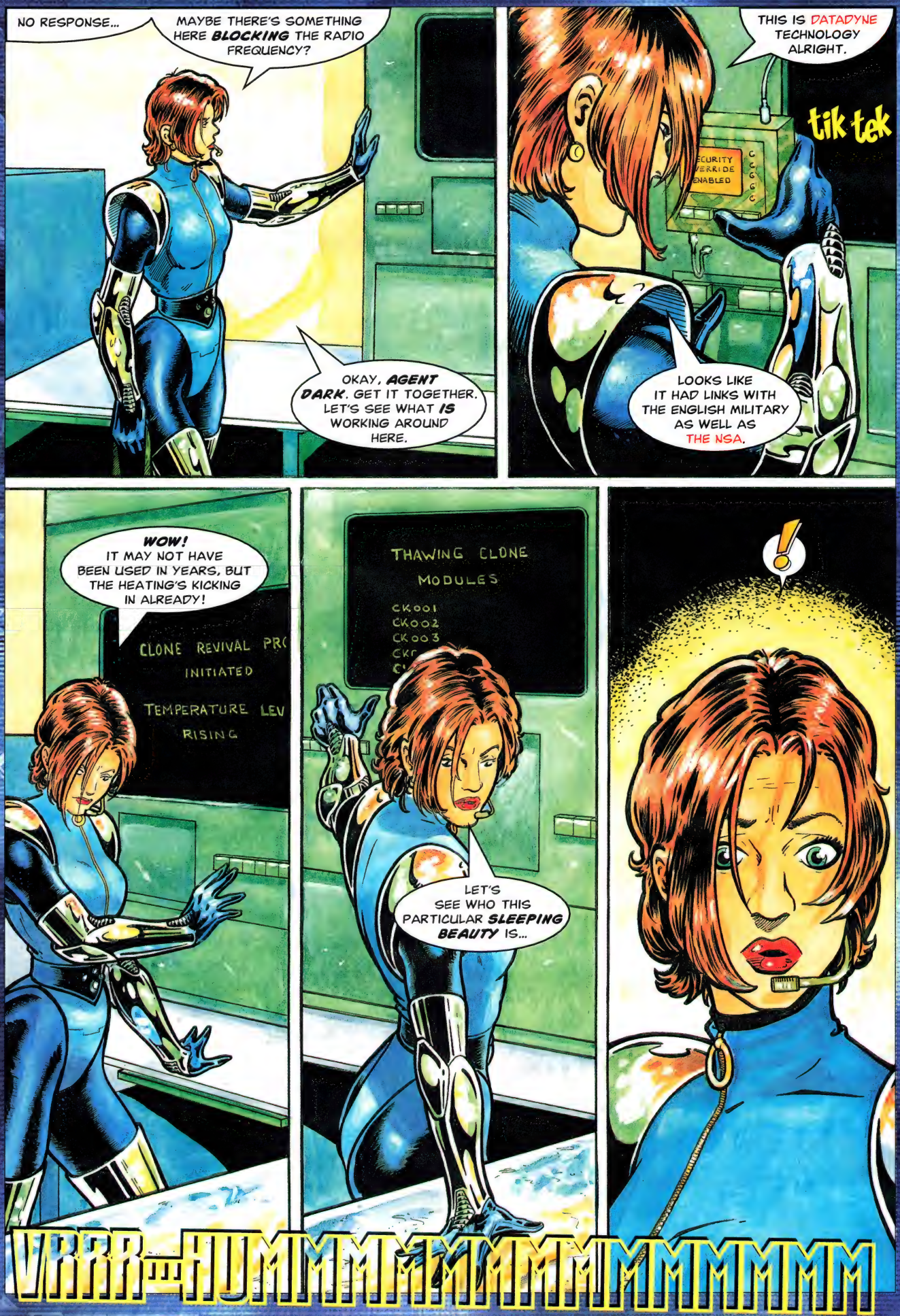
THE NEW FOREST, SOUTHERN ENGLAND, 2024.
A YEAR HAS PASSED SINCE THE SKEDAR & DATADYNE CORPORATION INCIDENT...
...AND THERE ARE STILL A NUMBER OF LOOSE ENDS THAT NEED TYING UP!
HM GOVERNMENT PROPERTY
MINISTRY OF DEFENSE
KEEP OUT
TRESPASSERS WILL BE SHOT ON SIGHT
MONK'S PASS: AN ABANDONED MILITARY RESEARCH BASE.
KEEP OUT
TRESPASSERS WILL BE SHOT ON SIGHT
ELVIS, I'VE BROKEN THROUGH THE SECURITY FENCE.
ROGER THAT, AGENT DARK.
PROCEED TO THE NORTHWEST ELEVATOR SHAFT.
MINISTRY OF DEFENSE
WARNING!
AUTHORIZED PERSON ONLY
NO SURPRISE... THE DOOR'S LOCKED.
ONE TIMED MINE, GOOD TO GO!
tik tek
BA-DOOM

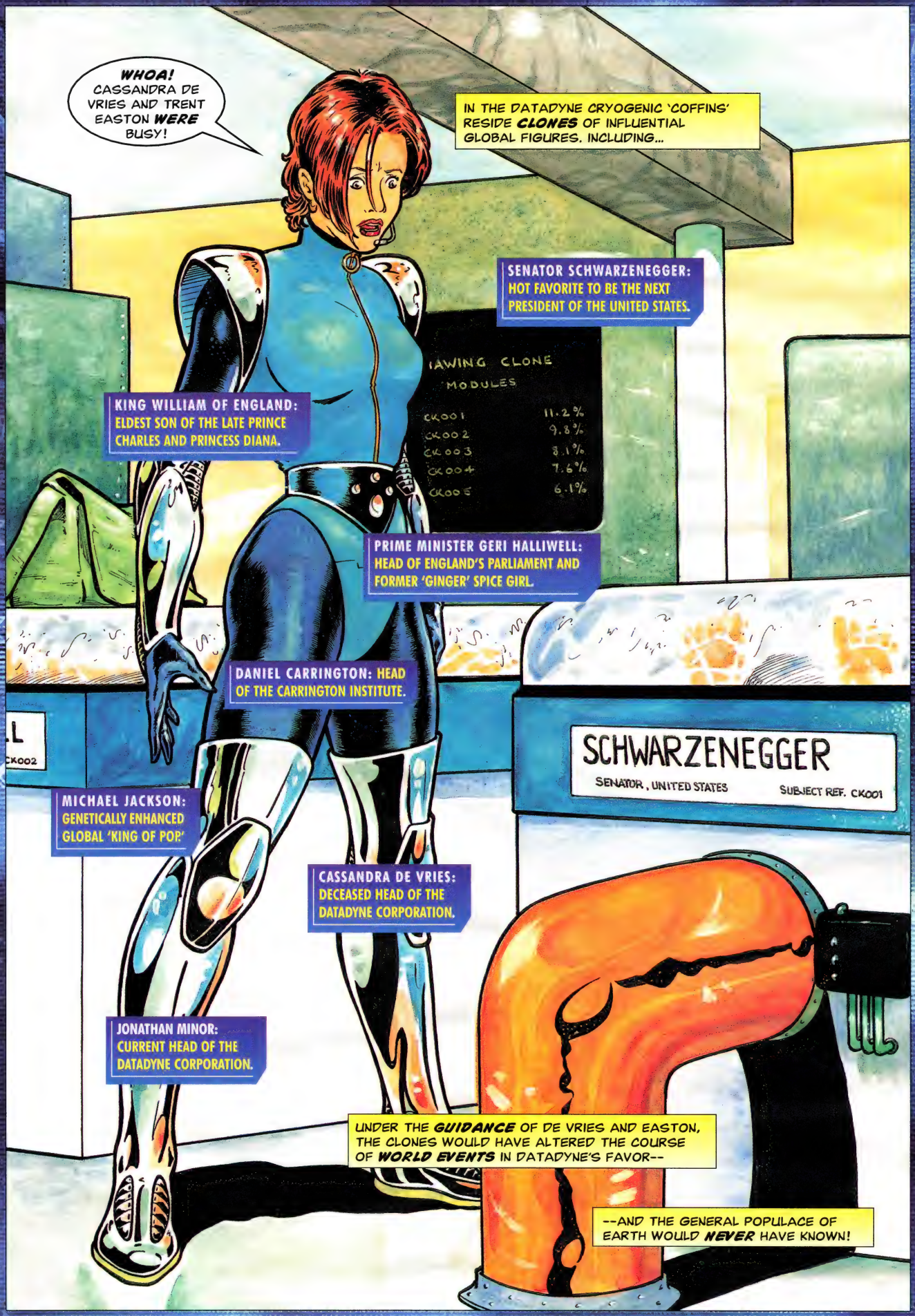

I'M IN!
AND IT LOOKS LIKE THIS PLACE IS AS DESERTED AS WE WERE LED TO BELIEVE.
EXCELLENT. ACCORDING TO OUR SOURCE, YOU'LL NEED TO HEAD TO SUB-LEVEL 3.
1 FIRST
G GROUND
B BASEMENT
B1 SUB-LEVEL 1
B2 SUB-LEVEL 2
SUB-LEVEL 3
THIS FLOOR FOR KITCHENWARE, ELECTRICAL GOODS AND LINGERIE.
ER... SORRY? WHAT WAS THAT, AGENT DARK?

JOANNA DARK: THE CARRINGTON INSTITUTE'S LEADING SPECIAL OPERATIVE.
NOTHING, ELVIS. I WAS JUST KIDDING AROUND.
HMMM... SOMETHING AIRBORNE'S JUST SHOWN UP ON MY SCOPE.
IS IT A DATADYNE SHIP?
MAXIMUM
8 PE
OR
650
RAREWARE
Nintendo presents PERFECT DARK
Hunting Season
STUART TAYLOR writer
DAVE ROBERTS pencils and inks
ALWYN TALBOT colorist

NO, IT'S NOTHING I'VE EVER SEEN BEFORE... I'M GOING TO CHECK IT OUT.
OKAY, ELVIS... MAINTAIN RADIO CONTACT AND BE CAREFUL!
AREN'T I ALWAYS? I'LL BE BACK TO PICK YOU UP IN FIVE. ELVIS, OUT.
IS IT WISE TO RELY ON AN ALIEN WHO CRASHED INTO THE PRESIDENT'S PRIVATE JET?
NEVERMIND... BEST GET ON WITH THE JOB AT HAND, JO.
HMMM, THIS DOOR'S GOING TO NEED MORE THAN A TIMED MINE.
HELLO, LOOKS LIKE I WON'T NEED TO USE BRUTE FORCE.
THIS WOULD BE A FINE TIME TO DISCOVER THAT I'VE GOT A DUST ALLERGY!


TEN DUST-FILLED MINUTES LATER...
"JOIN THE CARRINGTON INSTITUTE," THEY SAID. "SEE THE WORLD," THEY SAID.
NO ONE MENTIONED BREAKING INTO DESERTED MILITARY BASES OR CRAWLING AROUND MUSTY AIR DUCTS.
MIND YOU, THE FREE USE OF THE HEALTH FACILITIES IS A BONUS!
WELL, JO. IF THAT ISN'T WHAT YOU'VE BEEN SENT TO LOOK FOR, I DON'T KNOW WHAT IS!
CRASH
BRRR! AND I THOUGHT IT WAS COLD OUTSIDE.
ELVIS, CAN YOU READ ME? IT LOOKS LIKE WE'VE HIT PAYDIRT!
THERE ARE 16 COFFINS DOWN HERE... IT LOOKS LIKE DATADYNE DID EXTEND ITS CLONING EXPERIMENTS BEYOND WHAT WE'VE ALREADY SEEN!
HUMPH! WELL, LET'S NOT BE TOO HASTY, JOANNA.
ELVIS? CAN YOU HEAR ME?


NO RESPONSE...
MAYBE THERE'S SOMETHING HERE **BLOCKING** THE RADIO FREQUENCY?
OKAY, **AGENT DARK**. GET IT TOGETHER. LET'S SEE WHAT **IS** WORKING AROUND HERE.
THIS IS DATADYNE TECHNOLOGY ALRIGHT.
tik tek
SECURITY OVERRIDE ENABLED
LOOKS LIKE IT HAD LINKS WITH THE ENGLISH MILITARY AS WELL AS THE NSA.
WOW! IT MAY NOT HAVE BEEN USED IN YEARS, BUT THE HEATING'S KICKING IN ALREADY!
CLONE REVIVAL PR
INITIATED
TEMPERATURE LEV
RISING
THAWING CLONE MODULES
CK001
CK002
CK003
LET'S SEE WHO THIS PARTICULAR **SLEEPING BEAUTY** IS...
!
VRRR-HUMMMMMMMMMMMMMM


WHOA! CASSANDRA DE VRIES AND TRENT EASTON WERE BUSY!
IN THE DATADYNE CRYOGENIC 'COFFINS' RESIDE CLONES OF INFLUENTIAL GLOBAL FIGURES. INCLUDING...
SENATOR SCHWARZENEGGER: HOT FAVORITE TO BE THE NEXT PRESIDENT OF THE UNITED STATES.
KING WILLIAM OF ENGLAND: ELDEST SON OF THE LATE PRINCE CHARLES AND PRINCESS DIANA.
PRIME MINISTER GERI HALLIWELL: HEAD OF ENGLAND'S PARLIAMENT AND FORMER 'GINGER' SPICE GIRL.
DANIEL CARRINGTON: HEAD OF THE CARRINGTON INSTITUTE.
MICHAEL JACKSON: GENETICALLY ENHANCED GLOBAL 'KING OF POP.'
CASSANDRA DE VRIES: DECEASED HEAD OF THE DATADYNE CORPORATION.
JONATHAN MINOR: CURRENT HEAD OF THE DATADYNE CORPORATION.
AWING CLONE MODULES
CK001 11.2%
CK002 9.8%
CK003 8.1%
CK004 7.6%
CK005 6.1%
SCHWARZENEGGER
SENATOR, UNITED STATES
SUBJECT REF. CK001
UNDER THE GUIDANCE OF DE VRIES AND EASTON, THE CLONES WOULD HAVE ALTERED THE COURSE OF WORLD EVENTS IN DATADYNE'S FAVOR--
--AND THE GENERAL POPULACE OF EARTH WOULD NEVER HAVE KNOWN!

WITH DE VRIES AND EASTON DEAD, THERE'S NO SHORTAGE OF PEOPLE WHO WOULD LOVE TO GET THEIR HANDS ON DATADYNE'S CLONING TECHNOLOGY.
BETTER OFF FOR EVERYONE IF I JUST MAKE SURE THIS LITTLE LOT DISAPPEARED.
C4
CLONE MODULE THAWING IN PROGRESS
CK001 SCHWARZENEGGER U.S. SENATOR
CK002 HALLIWELL U.K. PRIME MINISTER
A COUPLE OF THESE OUGHT TO DO THE TRICK.
AND A 20-MINUTE TIMER SEQUENCE SHOULD BE PLENTY... I DON'T INTEND TO BE HERE FOR THAT LONG!
CK003 JACKSON U.S. ENTERTAINER
CK004 CARRINGTON U.K. SPECIAL ATTENTION [CODE 880
ELVIS HAD BETTER MAKE SURE HE'S BACK AT THE PICK-UP POINT, OR I'LL HAVE TO KICK HIS LITTLE GREY BUTT!
VSSSSH
WHAT THE...?

JOANNA DARK OF EARTH, YOU ARE WANTED FOR CRIMES AGAINST THE SKEDAR.
I, TAYST GRIFBO, STAKE MY CLAIM ON YOUR BOUNTY.
ELVIS, I THINK I MIGHT HAVE FOUND THE OWNER OF THAT AIRBORNE ANOMALY.

YOUR FRIEND CANNOT HELP YOU...
I HAVE ALREADY DEALT WITH HIM!
WHERE IS HE? WHAT HAVE YOU DONE TO ELVIS!
FWAP
OUCH! MOVES LIKE LIGHTNING...
SLEEP!
COUGH! COUGH!

APPROXIMATELY 30 MINUTES LATER...
OOOH! ANYONE GOT ANY HEADACHE TABLETS?
LOOK, DANIEL! JOANNA'S AWAKE.
IF IT'S OKAY WITH YOU GUYS, I'D LIKE TO LIE HERE A LITTLE WHILE LONGER...
I DON'T THINK KNOCKOUT GAS AGREES WITH ME.
NO TIME FOR REST UNFORTUNATELY. OUR CURRENT SITUATION IS LOOKING A TAD DUBIOUS.
ELVIS AND I WILL HELP YOU UP.
THANKS, BUT I'M OKAY.
WHERE ARE WE, ANYWAY?
ON A BOUNTY HUNTER'S STARSHIP, HEADING TO THE RUINS OF THE SKEDAR BATTLE SHRINE.
GRIFBO DOESN'T SAY MUCH, BUT HE DID TELL US THAT HE WAS HIRED BY THE SKEDAR TO BRING US IN--
--DEAD OR ALIVE!
WHAT? YOU THINK THE SKEDAR STILL BEAR A GRUDGE AFTER I KILLED THEIR HIGH PRIEST AND BOMBED THEIR BATTLE SHRINE?
THIS ISN'T THE TIME FOR JOKES, JOANNA.
DON'T WORRY, DANIEL. I'LL GET US OUT OF HERE.

sneee! oh, you really think so? sneee!
sneee! you is prisoners of tayst grifbo. no escape for you anytime soon, i's thinks! sneee!
I DON'T THINK WE'VE BEEN INTRODUCED.
I'M JOANNA, AND THESE ARE MY FRIENDS, DANIEL AND ELVIS.
sneee! i's mook... best thief in this quadrant. sneee!
sneee! at least i's was, until i's mets grifbo! sneee!
sneee! most feared bounty hunter in galaxy is grifbo. clever too. sneee!
"sneee! he caught up with me in a bar on sargent prime. sneee!"
"sneee! genetically enhanced, they say he is. trained in many arts of hunting. sneee!"
BAR

LOOKS LIKE GRIFBO'S GOT AT *LEAST* ONE PROSPECTIVE *FAN CLUB* MEMBER.
I WAS *WORRIED* THIS MIGHT HAPPEN. THE SKEDAR WERE *NOTHING* IF NOT *PERSISTENT*.
TELL *ME* ABOUT IT! IT REMINDS ME OF THIS TIME AN *OLD* BUDDY OF MINE AND I...
NOT *NOW*, ELVIS! BESIDES, IT'S PROBABLY THE *SAME* STORY YOU TOLD ME LAST WEEK.
HUMPH!
SORRY, LITTLE BUDDY, BUT WE NEED TO GET *OUT* OF HERE!
HMMM... THIS LOCK *LOOKS* PRETTY *LOW* TECH.
GRIFBO MIGHT HAVE *CONFISCATED* THE HEAVY ARTILLERY--
tik-tek
--BUT THERE ARE *SOME* THINGS A GIRL SHOULD *NEVER* LEAVE HOME WITHOUT.
VOILA! ONE JOANNA DARK PATENTED LOCKPICK.
NOW, I *THINK* IT'S *TIME* WE LEFT, DON'T YOU?
I WAS *BROUGHT* ONBOARD VIA A TELEPORTER. IT'S *THIS* WAY, I THINK.
sneee! quick, grifbo! the aliens is trying to escape! sneee!

CHEERS, MOUTHY!
I'VE GOT A GOOD MIND TO PUT YOU ACROSS MY KNEE AND GIVE YOU A DARN GOOD...
COME ON, JO. WE NEED TO GET TO THE TELEPORTER BEFORE GRIFBO!
TOO LATE, BOY! GRIFBO IS ALREADY HERE.
OH, DEAR!
ACTUALLY, I'M A MAIAN... NOT A BOY.
THE SKEDAR INSISTED THAT I BRING JOANNA DARK TO THEM ALIVE.
YOU TWO ON THE OTHER HAND...
BACK OFF GUYS... I'LL HANDLE THIS!
OKAY, GRIFBO. I THINK I'M OWED A REMATCH.
HAHAHAHAHAHA
PATHETIC! YOU OBVIOUSLY HAVE NO IDEA WHOM YOU ARE DEALING WITH.

I'VE STALKED THE TUNDRAN WASTES WITH THE MIGHTY TRENTADONS.
!
KILLED A TRI-HORNED MORGAN WITH MY BARE HANDS.
UFF
KRAK
SO I SINCERELY DOUBT AN EARTH FEMALE WILL POSE ME A CHALLENGE!
SURPRISE, MASK-BOY! HERE'S ONE FOR YOUR BOUNTY HUNTER'S YEARBOOK.
GUG
I'LL JUST RELIEVE YOU OF THAT...
DANIEL, ELVIS--COVER YOUR EYES!

FLASH GRENADE!
OUFF
GAK! CAN'T... SEE!
THAT WILL FADE. IN THE MEANTIME...
MY FRIENDS AND I FOUND THE SERVICE IN YOUR HOTEL TO BE SERIOUSLY LACKING.
SO, IF YOU DON'T MIND, WE'LL BE LEAVING NOW.
CONSIDER THIS YOUR TIP!
ZAP
NICE SHOOTING, JOANNA.
THAT SHOULD DISABLE HIS SHIP'S ENGINE FOR A WHILE AT LEAST.
C'MON, LET'S GET TO THE TELEPORTER AND OUT OF HERE!

sneee! oh how the mighty grifbo is fallen! sneee!
sneee! wait until i's tells the bounty hunters guild about this. sneee!
EEP!
MOOK! THE REWARD FOR YOU SAID DEAD OR ALIVE--
--I'M NOT FUSSY EITHER WAY.
ONE DAY LATER: THE CARRINGTON INSTITUTE.
GRIMSHAW - OUR TOP BOFFIN - HAS BEEN ON THE CASE, BUT IT LOOKS LIKE THIS GRIFBO CHARACTER WAS ABLE TO REPAIR HIS SHIP SOONER THAN WE ANTICIPATED.
THAT'S PROBABLY NO SURPRISE, CONSIDERING IF GRIFBO'S HALF AS GOOD AS HIS REPUTATION.
WE SCANNED THE AREA THOROUGHLY, AND THERE'S NO SIGN OF HIS SHIP. IT LOOKS LIKE HE'S CUT HIS LOSES AND LEFT TO CLAIM THE BOUNTY ON MOOK.
I'VE BEEFED UP SECURITY AROUND THE INSTITUTE JUST IN CASE HE COMES BACK.
HMM. WELL I'M CERTAINLY READY IF GRIFBO WANTS TO PAY A RETURN VISIT!
THE END?

WELCOME TO THE COMBAT SIMULATOR...

Joanna's fieldwork is all fine and dandy, but it's barely half of what you'll find in Perfect Dark. The Combat Simulator is a full game in and of itself, with difficult challenges, unlockable features and so much creative control for the player that you can design your own scenarios ad infinitum. With up to four humans and up to eight simulants participating, you're about to see some epic firefights.

About the Expansion Pak

Certain features of Perfect Dark are accessible only if you have an Expansion Pak in your N64. Without it, one or two players can experience the Combat Simulator. For three- and four-player action, you'll need the Expansion Pak.

Available Without:

Training Missions
1-2P Combat Simulator

Available With:

Training Missions
1-Player (Solo Missions)
1-2P Combat Simulator
1-4P Combat Simulator
1-2P Cooperative
2P Counteroperative
Additional Bonus Features

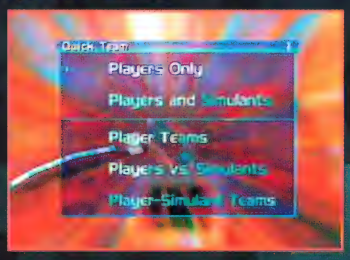
Prepare for Combat

There are so many different ways to use the Combat Simulator that it may seem complicated at first. Whether you want a simple, quick fight or a highly personalized battle scenario, there's something for everyone.

First Things First

As soon as you interface with the Combat Simulator, you'll have your choice of four general options of game play. All four of these options—Quick Start, Load/Preset Games, Advanced Setup and Challenges—can be played alone or with up to four human players.

Quick Start

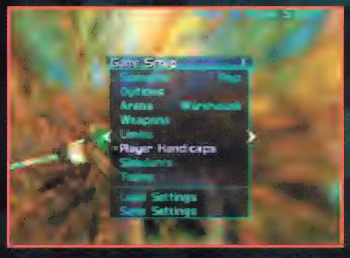


If you just can't wait to get started, jump into the Quick Start option for the fastest route into the Combat Simulator. You'll have five choices regarding the breakdown of participants and a chance to make minor changes in the setup. As with all the other Combat Simulator scenarios, you'll get more options as you unlock them in the game.

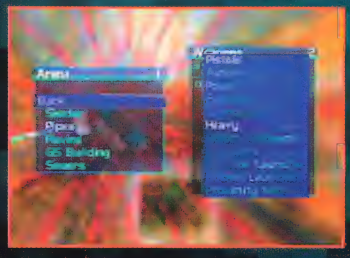
Load / Preset Games

One of the great features of the Combat Simulator is the ability to save your favorite combat scenarios onto the Game Pak or onto a Controller Pak. All you have to do is load these setups, pick your characters and dive into the battle. You can also adjust any of the Presets, like specialty weapons, that you've unlocked in the challenges.

Advanced Setup



You want full creative control? Here it is. Absolutely everything in the Combat Simulator is here for your personal customization, from weapons to teams to music. This mode takes longer to set up, but it's well worth it to make a game that suits you to a "T." Once you've made a cool setup, save it to a Controller Pak or to the game itself.



When you're playing with several other players, it may get confusing while you're messing with all of the options in the Advanced Setup. One way to make it easier is to have each player deal with one option—you may even surprise each other with your selections. You can also set up "locks" that prevent the last winner or loser from customizing.

Challenges

The Challenges are yet another game within this game. Basically, they are a set of 30 preset scenarios that pit you against simulants. There are only four available to begin with, but each time you complete one Challenge, another will open up. Beating Challenges is also the way to unlock new features in the Combat Simulator Mode.

While Challenges are excellent fun for one player, they can be played with two, three or four players as well. Of course, the more players you have, the more difficult the Challenge will become. The stars beneath the Challenges indicate how many players you beat the Challenge with.

Feel free to go out of order. Since beating a Challenge always opens another up, you can skip past a difficult one and continue throughout the game until you feel up to the task. Once you've beaten a Challenge once, you won't unlock anything new by beating it with more players.

You're going to need to get pretty good at the Challenges, because they are your only means of opening up cool options and arenas in the Combat Simulator. Free-for-all combat is available at the beginning, but you'll need to beat Challenges to access fun scenarios like Hacker Central.

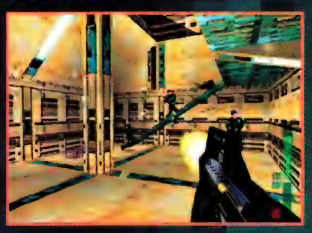
Scenarios

Free-for-alls are certainly fun, and you'll do your fair share of simply trying to survive while playing with your pals in the Combat Simulator. But Perfect Dark offers many more scenarios for your combat pleasure, designed specifically to foster teamwork and strategizing. When you're playing Capture the Case, for instance, you may want to have one player guard the home base while the other goes out to try to snare the enemy's case. You'll be a combat veteran if you can master all of these setups.

UNLOCK SCENARIOS

Hold the Briefcase	Complete 2 Challenges
Capture the Case	Complete 4 Challenges
Hacker Central	Complete 6 Challenges
Pop a Cap	Complete 12 Challenges

Combat



This is a deathmatch, pure and simple. Pick some weapons, some characters and a battle venue, then jump in and start blasting. As usual, you can set limits on time and score, but the basic goal is to survive while ensuring that your opponents do not. If you're looking for classic multiplayer fun, this is it and then some.

King of the Hill

If one of your pals loves to camp out and snipe, throw a wrench into the works by playing King of the Hill. This game is especially good for teams. A section of the map will light up—as soon as it does, you must go "capture" it. Once you have the hill, defend it at all costs. Beware, though—the hill can be mobile.

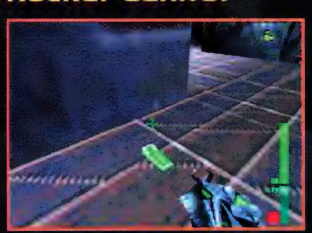
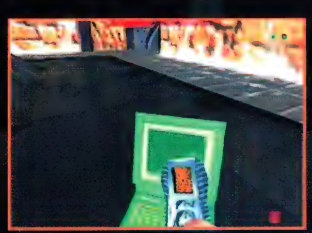
Hold the Briefcase

Hold the Briefcase is another scenario that requires a high level of mobility. A briefcase is placed somewhere in the level, and after you find it, you must hold onto it for 30 seconds to gain a point. The number of times you're eliminated makes no difference—to win, just hang onto the case until you have enough points.

Capture the Case

This game plays exactly like the classic "Capture the Flag," with a briefcase serving as the flag. Each team has a case located in its home base, which will reflect the color of that team. The goal is to capture the other team's case and return it to your base. Bear in mind that you'll earn a capture only if your case is still at your base.

Hacker Central

In the Hacker Central scenario, you have to give your computer espionage skills a workout. A computer terminal is placed in the area, and to win, you must first track down the Data Uplink then use the device to log on to the terminal. If you can stay alive long enough to hack your way into the mainframe, you'll earn a point.

Pop a Cap

Pop a Cap puts a slight twist on straight Combat Mode. Basically, you alternate between being an aggressor and the victim. You always get one point for defeating an opponent, and two points will be yours if that opponent happens to be the victim. You'll also earn points by staying alive for long enough as the victim.

Game Presets

You don't necessarily have to do all of the game design yourself. The Combat Simulator has several game presets that add new nuances to the game play. Several of these are available at the beginning—the rest you'll have to earn by beating Challenges.

UNLOCK PRESETS

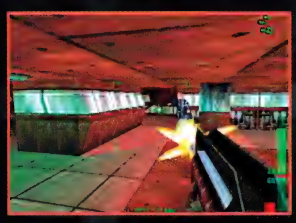
Hold the Briefcase	Complete 2 Challenges
Pistol One-Hit Kills	Complete 3 Challenges
Capture the Case	Complete 4 Challenges
Tranquilizer	Complete 7 Challenges
Slow Motion	Complete 8 Challenges
Temple Explosives	Complete 11 Challenges
Slayer	Complete 13 Challenges
Cloaking	Complete 16 Challenges

Once you've loaded one of these Presets, you can still customize it by pressing B and going back into the Advanced Setup menu. For instance, you can load up the King of the Hill Preset, then modify all of the weapons, simulants, teams and other options to suit your battle tastes.

No Shields

It shouldn't be a big surprise, but the No Shields option eliminates all protective gear. You'll have to get by with whatever your character is wearing.

Automatics



If automatic weapons are your game, then this is the preset for you. A mix of Falcon 2s, CMP150s, AR34s and Laptop Guns will appear around the Pipes.

Rocket Launchers

Rocket Launchers are loads of fun, and throwing one into the mix with other, lesser weapons will add that certain explosive je ne sais quoi to the battle.

Simulants

You, lots of MeatSims and NormalSims, plenty of good weapons and the expansive Skedar arena. Sound like fun? It sure is.

King of the Hill

You can play King of the Hill in the Advanced Setup from the very beginning, but this Preset takes the headache out of weapon selection.

Complex Farsight

Complete one Challenge to earn the right to revisit your old GoldenEye stomping grounds armed with the coolest Maian technology: the x-ray Farsight XR-20.

Hold the Briefcase

Another fun Combat Simulator scenario will be yours if you complete a pair of Challenges. Hold the Briefcase is all about grabbing the case in question and running.

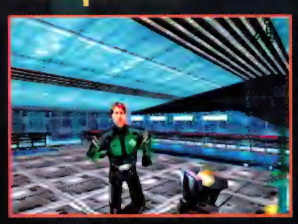
Pistol One-Hit Kills

If you want serious, white-knuckle tension, beat three Challenges to gain access to One-Shot Pistol Kills. Every shot from a handgun will strike a mortal wound.

Capture the Case

The classic game scenario of "Capture the Flag," set inside the Skedar arena, will be yours if you manage to complete four Challenges.

Tranquilizer



Beating seven Challenges will give you the opportunity to use Tranquilizer Guns in the Warehouse. These drug ampoules cause extreme dizziness.

Slow Motion

Is the action getting a little too fast for you? The Slow Motion Preset takes everything down to a turtle's pace, making close combat a graceful dance of destruction.

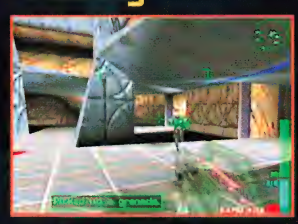
Temple Explosives

This Preset scenario takes you back once again to GoldenEye land, where you'll frolic in the Temple with the explosive charges of SuperDragons and Devastators.

Slayer

When you complete 13 Challenges, you'll be able to use the Slayer Preset. This puts you into the Skedar arena, with the Fly-by-Wire Slayer available.

Cloaking

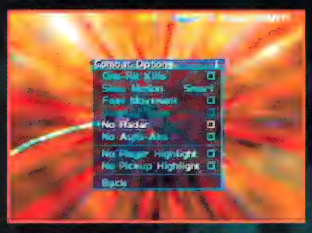


The prize for beating 16 Challenges is a Cloaking Device Preset, which gives you access to invisibility. Prepare for your opponents to start popping out of thin air.

Custom Jobs

Now it's time to customize the options within options—that's how much creative control the Combat Simulator gives you. Tweak everything from the locations of various guns to the amount of time your game will last. Absolutely everything is in your hands.

Scenarios



Every scenario has a different set of variable options, and you'll find there are several features to customize. You can make items show up on radar, turn off the auto-aim function or install cool features like slow motion. Basically, these features will let you make the game as hard or as easy as you like.

Limits

Of course, all things must come to an end, and you'll want to set some sort of finish line for yourself. Whether it's limiting the time, the score, handicaps or the team score, you'll have full control over how long a game should last. You can set them to infinite if you want.

Arenas

Although only three are playable at the beginning, you'll eventually gain access to 16 multiplayer arenas by beating Challenges. Three of them are based on classic GoldenEye areas—Complex, Temple and Facility—with a few new twists.

UNLOCK ARENAS:

Complex	Complete 1 Challenge
Warehouse	Complete 3 Challenges
Ravine	Complete 5 Challenges
Temple	Complete 6 Challenges
G5 Building	Complete 9 Challenges
Grid	Complete 11 Challenges
Felicity	Complete 12 Challenges
Villa	Complete 14 Challenges
Sewers	Complete 16 Challenges
Car Park	Complete 17 Challenges
Base	Complete 18 Challenges
Fortress	Complete 20 Challenges
Ruins	Complete 22 Challenges

Selecting Weapons

It's simple to pick a preset group of guns and then play. You have as much control as you want, though—you can customize exactly which weapons you want to use. By placing them in different slots, you'll control where they appear on the map. When using our maps, look at the weapon number to figure out where it'll appear.

Unlocking Weapons

Any gun you use in a Challenge will become available in the rest of the Combat Simulator modes. And, if you beat a level in the Solo Missions, any weapon you've found on that stage will then be usable in the Combat Simulator. You can also use double weapons. Pick up a weapon in one location, then find it in another location to double up.

UNLOCK WEAPONS:

Farsight XR-20	Complete 1 Challenge	Proximity Mine	Complete 12 Challenges
Grenade	Complete 1 Challenge	Slayer	Complete 13 Challenges
Shotgun	Complete 2 Challenges	Phoenix	Complete 14 Challenges
Falcon 2 (Silencer)	Complete 3 Challenges	Combat Boost	Complete 15 Challenges
SuperDragon	Complete 4 Challenges	Mauler	Complete 16 Challenges
Laptop Gun	Complete 5 Challenges	Callisto NTG	Complete 17 Challenges
Remote Mine	Complete 6 Challenges	Crossbow	Complete 18 Challenges
Tranquilizer	Complete 7 Challenges	RC-P120	Complete 19 Challenges
Falcon 2 (Scope)	Complete 8 Challenges	DY357-LX	Complete 20 Challenges
Reaper	Complete 9 Challenges	N-Bomb	Complete 21 Challenges
Cloaking Device	Complete 10 Challenges	Laser	Complete All Challenges
Devastator	Complete 11 Challenges	X-Ray Scanner	Complete All Challenges

Simulant Personalities

The simulant brain ranges from dull-witted to crafty, from vindictive to frightened. You can customize these opponents to be as skillful (or bumbling) as you like and pick their personalities from a wide spectrum of behavioral types. Each of them behaves predictably according to its behavioral model and difficulty level, so get to know the combat patterns of each intimately. Although you start with spaces for only four simulants, you'll access a total of eight simulant slots once you beat seven Challenges. The AI is so advanced that you'll be hard pressed to win consistently against some of the more intelligent simulants.

Set Difficulty Levels of Any Simulants

Playing with the different simulant personalities is plenty of fun, but you can even take it a step further. You can set the difficulty level of any simulant you like, making, say, a Perfect KazeSim. By tweaking these details, you can take the AI to a new level.

Normal Simulants:

MeatSim

Practically brainless and gifted with no marksmanship skills, the MeatSim is the easiest simulant out there. It should pose no real threat to even the most untrained agents.

EasySim

Unlike its duncelike cousin, the EasySim has at least the rudiments of survival skills. It has decent aim and will make some intelligent choices during battle. It won't put up much of a fight for experienced players.

NormalSim

Take your average human-next-door—you'll have the blueprint for the NormalSim. It doesn't possess the type of skills that make you flee for the hills, but this simulant will dish out as much damage as it takes.

HardSim

The HardSim is the next step up in intelligence. It will use radar wisely, track down the best weapons, lay traps and blast you to smithereens the second it sees you. It has the same skills as a seasoned human player.

PerfectSim

The PerfectSim comes close to its name. It represents a combination of masterful technical skills and superb intelligence and will annihilate most challengers. If you want a test for your skills, this is the ultimate one.

DarkSim

Check that. Almost the ultimate one. The DarkSim is a prototype cyborg created by dataDyne, and it operates at a level above what an ordinary human could. You'll think this simulant is cheating, and you just might be right.

UNLOCK SIMULANTS

HardSim	Complete 4 Challenges
PerfectSim	Complete 9 Challenges
DarkSim	Complete 21 Challenges

Special Simulants:

PeaceSim

The PeaceSims are scientists who hate violence. They'll go around the level collecting guns in an effort to preserve the peace. If you eliminate them, they'll almost always drop a huge payload of weapons.

ShieldSim

Guess what the ShieldSim likes? That's right—shields! The second this simulant takes any damage, it will run off in search of another shield to rejuvenate its power. Blast it before it can find more protection.

RocketSim

RocketSim is a pyromaniac, and it'll go to any length to satisfy its urge to see things explode. This simulant will eschew ordinary weapons in favor of ones that make big bangs with their primary or secondary functions.

KazeSim

This suicidal opponent fears nothing, so you should keep your distance at all costs. It will charge in the face of all reason, no matter how badly it stands to be hurt, even going so far as to pay the ultimate price.

FistSim

The pugilistic FistSim will collect guns in a similar manner to the PeaceSim, even going so far as to disarm any opponents it meets. While it hates weapons, it can do plenty of damage with just its hands.

PreySim

Talk about fighting with no honor. The PreySim prefers easy meals, so it'll make beelines for opponents who have just spawned or are armed with weak weapons. If you're low on health, beware of this cloaking foe.

CowardSim

Speaking of cowards, here's the worst of the lot. This simulant runs for all its worth to avoid confrontation and will engage an opponent only if it thinks it can win easily. Carry a big gun—it'll leave you alone.

FeudSim

You had just better hope this simulant doesn't fixate on you. Once the FeudSim has picked its target, it will mercilessly pursue that player for the rest of the game, regardless of whether or not it is defeated.

SpeedSim

As befits its name, the SpeedSim is the fastest simulant. It moves much faster than human players and is tough to hit with precision weapons. Fleeing is pointless if it attacks—it's better to stand and fight.

TurtleSim

Much like its namesake, the TurtleSim is slow and well-protected. It uses a powerful protective device that's twice as strong as an ordinary shield, but it pays for the privilege with severely restricted mobility.

VengeSim

You may want to avoid this psychopath if you can. The VengeSim will run blindly by other opponents to attack the player who defeated it last. Unless you want to be the target of its rage, leave it alone.

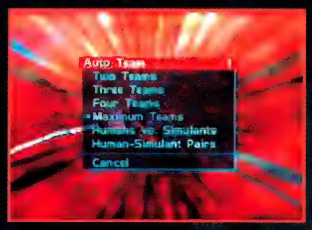
JudgeSim

One of the few simulants with a sense of decency, the JudgeSim attacks only the player who is leading the match in an effort to even out the playing field. If you're playing the best, it'll always target you.

Teaming Up

Playing with a partner, human or otherwise, greatly bulks up the Combat Simulator. Whether you're teaming up with a pal against a PerfectSim or helping out a lesser player with buddies, teams rule. You might as well get used to teamwork, too. If you run into trouble in the Challenges, you may well need a pal to help out.

Creating Teams



If you want to let the fates decide what the teams will be, use the Auto Team and then live with whoever your new teammates are. Otherwise, you can pick and choose. Try different combos—one on three, five on two on one...the possibilities are endless.

Color Coding

Things get pretty hectic in the middle of these warzones, and it'll help if you can tell at a glance whether you're shooting at a friend or foe. By color coding the teams, you'll easily spot your pal from a distance. You can also turn off friendly fire.

Dispatching Orders

When you have simulants on your team, you can give them very specific orders. Hold down A and press the Z Button twice to bring up your first simulant's command menu. Every time you tap the Z Button after this, another simulant's menu will come up. If you hold down the R Button while you're doing this, you'll be able to command all the simulants at once instead of individually. You'll have to learn which commands work best for every scenario in the Combat Simulator.

Simulant Commands

Attack

Your simulant will go all-out against the target of your choice. Simply highlight whomever you want eliminated and watch the ensuing carnage from afar.

Follow

If you're making tracks and want a little company, give your simulant a Follow command. It will tag along, but if you're attacked, it'll give chase after the assailant.

Protect

The Protect command will also make your simulant follow you around, but it will stick by you even if it spots an enemy.

Defend

Telling your simulant to Defend takes its aggression down a notch. It will stake out its territory and attack opponents only if it is directly threatened.

Hold

If you want your simulant to stay in one place, give it a Hold command. Even if it is attacked, it will not leave its post to chase down your enemies.

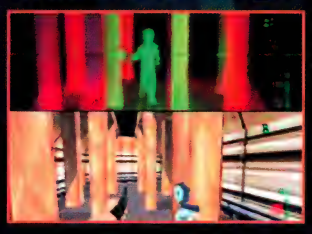
Scenario Commands

Bear in mind that specific scenarios (like King of the Hill) will give you slightly different sets of simulant commands.

The Power Setups

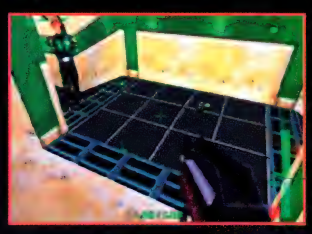
As you've seen, there are near-limitless ways to set up a Combat Simulator game, and since you can save them all to your Game Pak or to a Controller Pak, you can keep your favorites. Along those lines, here's how some of Nintendo's best agents play the game.

Klol313's Revenge



Here's a classic setup for you old-school players. Head for the Complex with no simulants and Remote Mines. You can mix up the other weapons, but of vital importance is the ultra-cool Farsight XR-20. Camping has never been this fun!

Operation N8



The scenario: Pop a Cap. The place: the Fortress. You can play this game with any number of humans or simulants, but the key to the game is placing the Dragon in every weapon slot. Since every one could conceivably be a Proximity Mine, it takes guts to grab a gun.

Pure Carnage

Want a challenge? Try playing with a human teammate against eight DarkSims. Impossible, right? Well, not if you use all Laptop Guns with the Unlimited Ammo cheat enabled—although you'll need the Expansion Pak for it. Find a hidey-hole, fortify it, and make your peace.

AW Shotty

Set up a normal Combat scenario inside the G5 Building. Put a shield in the fourth weapon slot and a Shotgun in the sixth, then enter the field with any number of players, no teams, no simulants and a one-point limit. It'll be a mad scramble to get the only gun.

Save It for Later

As we've mentioned, it takes a long time to customize things exactly how you like them. Just remember to save your settings if you happen upon a setup that you think is tons of fun. You can save it to a Controller Pak or to your Game Pak, then tote the setup over to a friend's house and spread the joy.

Getting Personal

The last, and possibly most important option to play with is your character. Who you play as is a personal statement, and there are several ways to make that statement, from appearance to fear-inspiring nicknames.

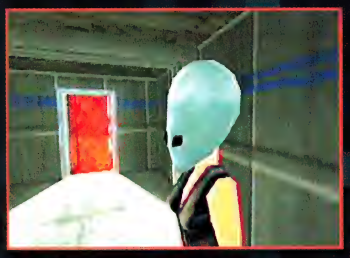
Build Character

You're thinking: Why waste time creating a character just for this game? Well, it's not just for this game. Since you can save everything about your character now, spend some time developing a cyber-alter ego to take you through the trials of the Combat Simulator.

Name

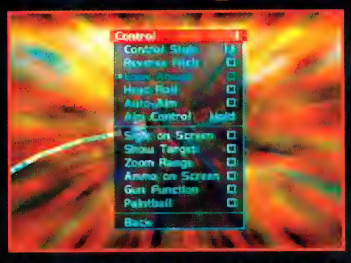
First things first: You need an appropriately cool handle that'll strike fear into the hearts of your opponents before they even set foot in the arena with you. You have nine characters to work with (less if you use any capitals), so if your nom de plume is longer than that, you're going to have to come up with an alternate.

Character



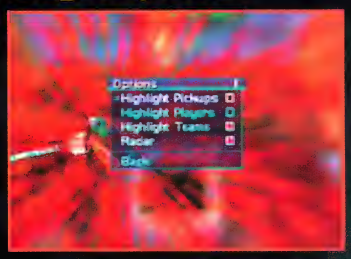
By the time you're done unlocking all of the characters in the Challenge Mode, you'll have over 60 characters to choose from. But it doesn't end there. You can custom-fit any of the countless heads onto any of the character bodies. Elvis's head and Joanna's body, Trent Easton's melon with a mini-Maian figure...the possibilities are almost endless.

Control Settings



After you've chosen your protagonist, you can customize everything else about your game play. Choose your favorite control style, as well as all the little Controller details such as Reverse Pitch, Look Ahead and Auto-Aim. You can also customize what shows up on your screen, opting to have as few or as many digital displays as you think you need to get by.

Player Options



This menu gives you access to several of the same variables that you can play with in the main menu. The difference is, if you alter them here, they will apply only to you. You can make yourself the only one with radar or have items appear on your radar but nobody else's. If you want to stack the deck in your favor, here's the place to do it.

Survey the Damage

After every match, take some time to savor the sweet taste of victory...or the bitter taste of defeat. You can check out all the statistics of the match, from point totals to number of deaths. Your personal statistics are the most detailed.

You'll see what was your favorite weapon, your accuracy percentages, and even little titles of distinction that wrap up your performance in a succinct phrase. You'll also see if you qualified for any awards, which appear as colored stars on your display. A blue star stands for the Survivor award, red is Kill Master, yellow is Head Shot and green stands for Accuracy.

Save Your Rep

You can even save your personalized warrior just like a customized setup. If you save your character to the Game Pak or a Controller Pak, you can tote it around to other people's N64s for some serious trash talking. There's plenty of room to save multiple slots, so you can even nurture a few different fighters and pick the best one for each particular match.

What's even cooler is the fact that the game keeps track of all your personal statistics, so you can show your friends how lethal you've been. From medals to distance traveled to damage dealt (measured in liters of blood), the game keeps track of minutae like you wouldn't believe.

Combat Characters

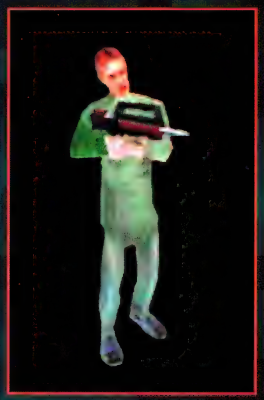
The first time you enter the Combat Simulator, you will have eleven characters to choose from. You can personalize your choice by replacing the character's head with one of the dozens of different heads that are available.

Joanna Combat

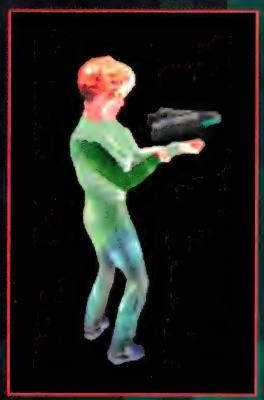
Daniel Carrington

Cassandra De Vries

CI Male Lab Technician



CI Female Lab Technician



CI Soldier

dataDyne Shock Trooper

dataDyne Security

dataDyne Infantry

dataDyne Trooper

Secretary

dataDyne Female Guard

UNLOCK

Office Suit

UNLOCK

Unlock Extra Characters

Take and win the Challenges to unlock more characters beyond the eleven you started with. You will unlock more Challenges, which will allow you to unlock still more characters. You can also unlock different characters by progressing through the Solo Missions. Keep in mind that certain characters, like the Maians, are smaller and therefore more difficult to hit.

Office Casual

UNLOCK

dataDyne Sniper

UNLOCK

Trent Easton

UNLOCK

NSA Lackey

UNLOCK

Joanna Leather

UNLOCK

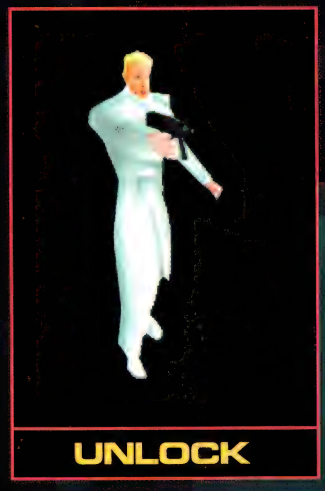
G5 Guard

UNLOCK

G5 SWAT Guard

UNLOCK

Mr. Blonde



UNLOCK

Joanna Trench Coat

UNLOCK

CIA Agent

UNLOCK

FBI Agent

UNLOCK

Area 51 Guard

UNLOCK

Area 51 Trooper

UNLOCK

Pilot

UNLOCK

Overalls

UNLOCK

Male Lab Technician

UNLOCK

Female Lab Technician

UNLOCK

dataDyne Lab Technician

UNLOCK

Biotechnician

UNLOCK

Elvis

UNLOCK

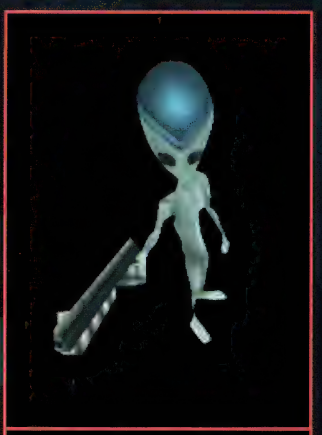
Maian

UNLOCK

Elvis (Waistcoat)

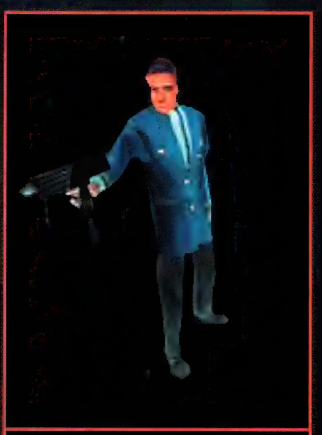
UNLOCK

Maian Soldier



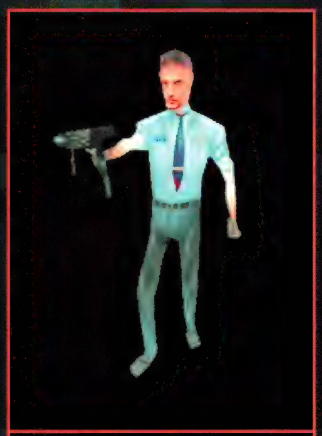
UNLOCK

Air Force One Pilot



UNLOCK

Steward



UNLOCK

Stewardess

UNLOCK

Head Stewardess

UNLOCK

Joanna Arctic

UNLOCK

Alaskan Guard

UNLOCK

The President

UNLOCK

Presidential Security

UNLOCK

NSA Bodyguard

UNLOCK

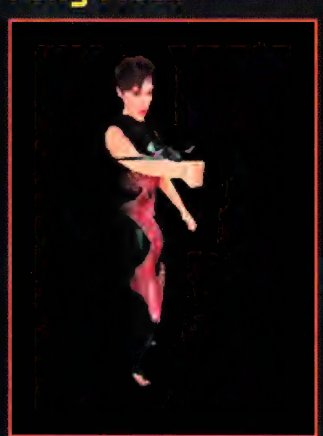
President's Clone

UNLOCK

Pelagic II Guard

UNLOCK

Joanna Party Frock



UNLOCK

Joanna Frock (Ripped)

UNLOCK

Joanna
Stewardess

UNLOCK

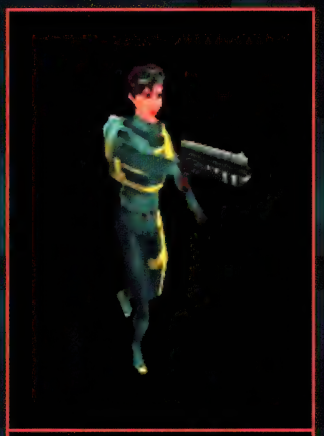
Joanna
Negotiator

UNLOCK

Joanna
Wet Suit

UNLOCK

Joanna
Aqualung



UNLOCK

Joanna
Lab Technician

UNLOCK

Carrington
Evening Wear

UNLOCK

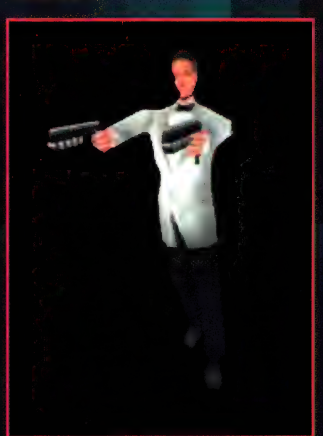
Jonathan

UNLOCK

Negotiator

UNLOCK

Dinner
Jacket



UNLOCK

Dinner
Jacket

UNLOCK

Dinner
Jacket

UNLOCK

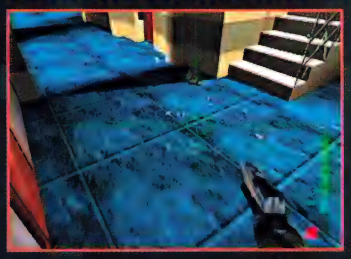
Dinner
Jacket

UNLOCK

Simulation Strategies

While each challenge is different, there are a few things you can do each time that will increase your chances of winning against your simulant opponents. These tips will also work against human opponents.

Hide the Ammo and Shields

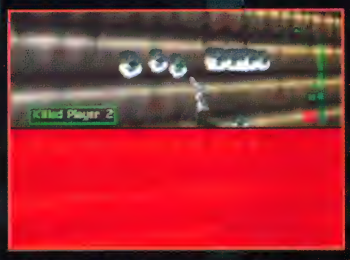


You can shoot weapons, shields and ammo into shadows or dark corners to change their spawning location. You should be confident that you will be able to find the items and your opponents will not—they will think that the item has already been picked up, when it has actually just moved location.

Never Give Up

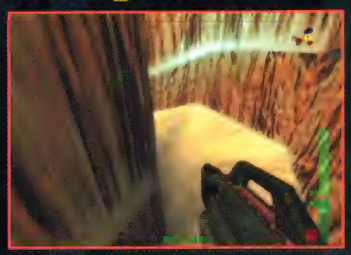
If you accidentally begin to fall, keep shooting. Aim up and away—you may get in some valuable last-minute damage. Similarly, keep up an attack even when you are cornered and it looks hopeless. If a much stronger opponent has you weak and stuck in a tight corner, use a grenade. It will probably take you out, too, but sometimes it's your only option.

Attack through Doors



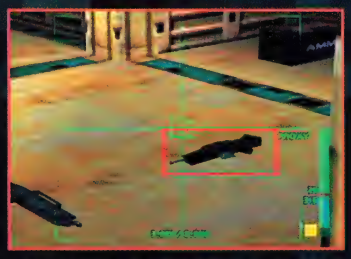
Many of the more powerful weapons, including the Magnum, can blast through doors. If an enemy is directly through the door, duck and shoot at your target before the door is fully open. You can't be sure, so if you have the firepower, use it.

Reading the Radar



The radar screen in the upper-right corner always shows you in the middle. Dots represent other players—if they're on the top of the radar screen, they're ahead of you. Moreover, if the dot appears as a square, they're on the same level, while up and down arrows indicate they're on a floor above or below. Items or locations will also appear depending on which game you're playing.

Trap Talk



One especially deadly trap uses the Dragon's proximity self-destruct function. Turn on self-destruct, then drop the Dragon in the location where a Dragon would normally spawn. To avoid traps, use a weapon such as the K7 Avenger or the Timed Mine, which also has a threat detector function to let you know when explosives are nearby.

Camouflage Counts

Use a character that will blend in with the surroundings in the arena you are playing in. Joanna's trenchcoat outfit blends in nicely in a rocky arena, making her harder to target. If she were dressed in the Negotiator's outfit, however, she'd be hard to miss.

Remember Locations

Pay attention to the locations of Spawn Points, the places where you will regenerate after losing a life. Remember locations of nearby weapons, shields and ammo for each Spawn Point, so you can quickly rejoin the action—and defend yourself.

Shield Smarts

Pick up a shield and then stand in the place where it spawns. You won't pick up the shield you are standing on until you need it. You can have unlimited shields this way, and it's a great tactic when enemies are constantly coming at you. It doesn't work very well if you have to search for enemies, however.

Combat Arenas Map Key

The maps for the Combat Simulator arenas contain all the information you'll need to take on human or simulant enemies in multiplayer matches or Challenges. Knowing the locations of items should help you create custom setups, as well.

Strategy

These strategic tips will help you survive in each arena. Most tips cover specific places where you can hide or ambush opponents within the arena and gain an advantage over your enemies. We didn't include many specific weapons tips because they'll change with each different setup.

Challenges

These boxes describe the Combat Simulator Challenges. You'll learn what to expect from your simulant opponents and what you'll need to do to pass the challenge successfully. You'll also see which slots weapons are in so you can find them on the map and figure out the best strategy.

Spawn Points

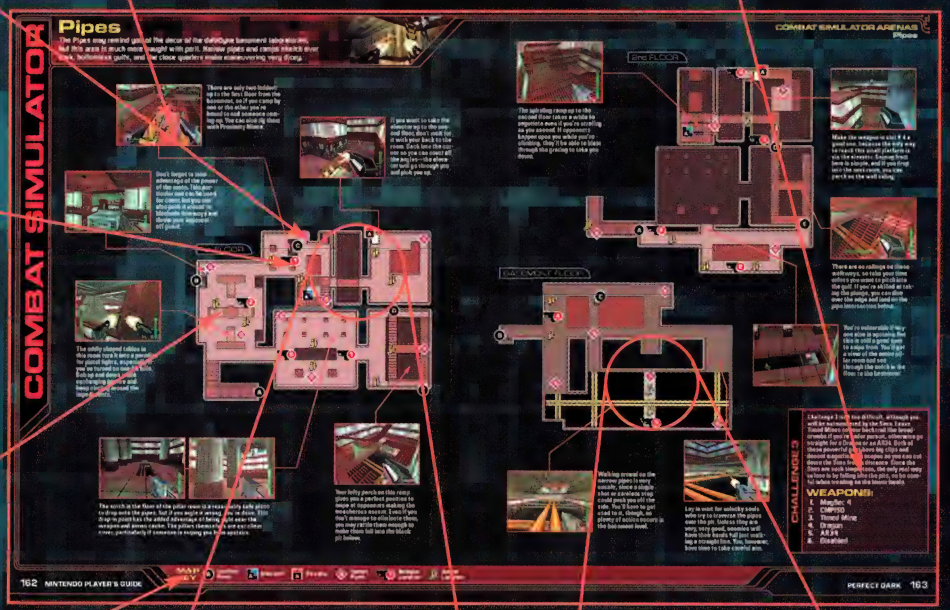
Spawn Points are the randomly selected locations where players appear at the beginning of the match or after losing a life. The maps show all the Spawn Points, so you'll never get lost.

Weapon Locations

If you're doing Challenges or using the Advanced Setup option, you can check the weapon lists to see what weapon is located at each of the numbered icons shown on the map. This is a great aid when creating your own custom setups.

Ammunition

All the ammo crates are shown on the map. The type of ammo found inside the crate matches the weapon found closest to the crate, and that changes with the game settings.



Map Key

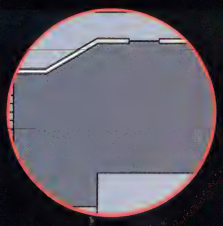
Just like the Solo Missions Map Key, the Combat Arenas Map Key includes all of the items and Spawn Points found in the arena. You'll also see icons for stairs, junctions and elevators that connect maps.

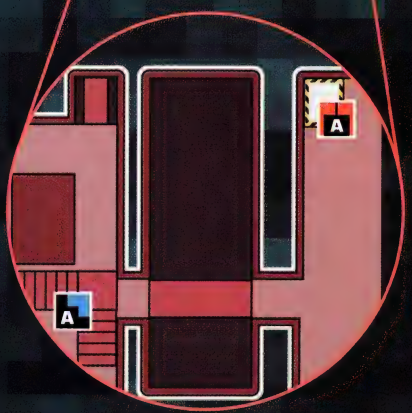
Reading the Maps

There are several differences between the maps in the Combat Simulator chapters and the Mission maps shown earlier in the Player's Guide. Become familiar with the differences noted below.

Railings

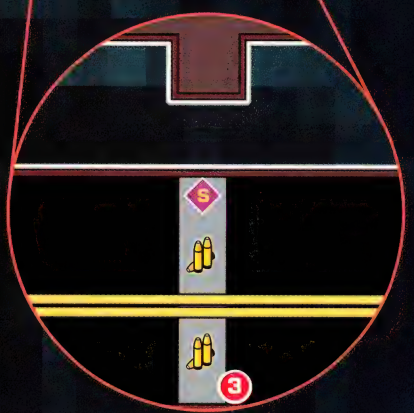
Railings on walkways are represented by white bars. You can jump or fall off railed walks only if there is a break in the railing.





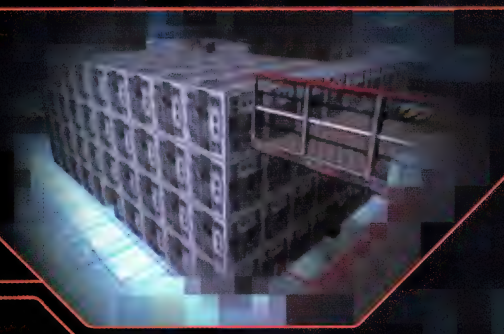
Stairs and Ramps

Stairs and inclined ramps are designated with lines that cross the path, just like on the Mission maps. Unlike the stairs and ramps in GoldenEye 007, however, stairwells and elevators in Perfect Dark can connect multiple floors and elevators.



Black Pits

Another new feature in the multiplayer arenas is the presence of the black pits. These pits show up as dark areas where the floor would normally appear. If you fall into a pit, it counts as a suicide.



COMBAT SIMULATOR ARENAS

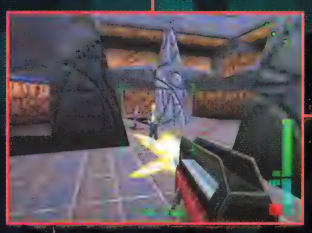
The Combat Simulator arenas have been designed to hone your combat skills in any and all battle scenarios, ensuring that you'll excel despite unexpected environmental conditions. From sprawling complexes to claustrophobic mazes, every battle zone features unique advantages and disadvantages, forcing you to alter your combat strategy on the fly. These areas will become your new homes, agents—get to know them intimately.

Skedar

Here is a fine example of Skedar architecture. This sandy, rock-walled arena has many places to hide, plenty of uneven surfaces, and a dead end you don't want to get trapped at.

There are two balconies facing each other on the second floor. The staircase marked with an F leads to the better balcony to snipe from. It gives you a good view of the other balcony and the floor below. Check your radar screen often, too, so no one sneaks up on you.

Don't get caught trying to run up the ramps in this room, because you are completely vulnerable and a very open target. If you are being attacked, jump down and use the ramps for cover or whip around the closest corner.

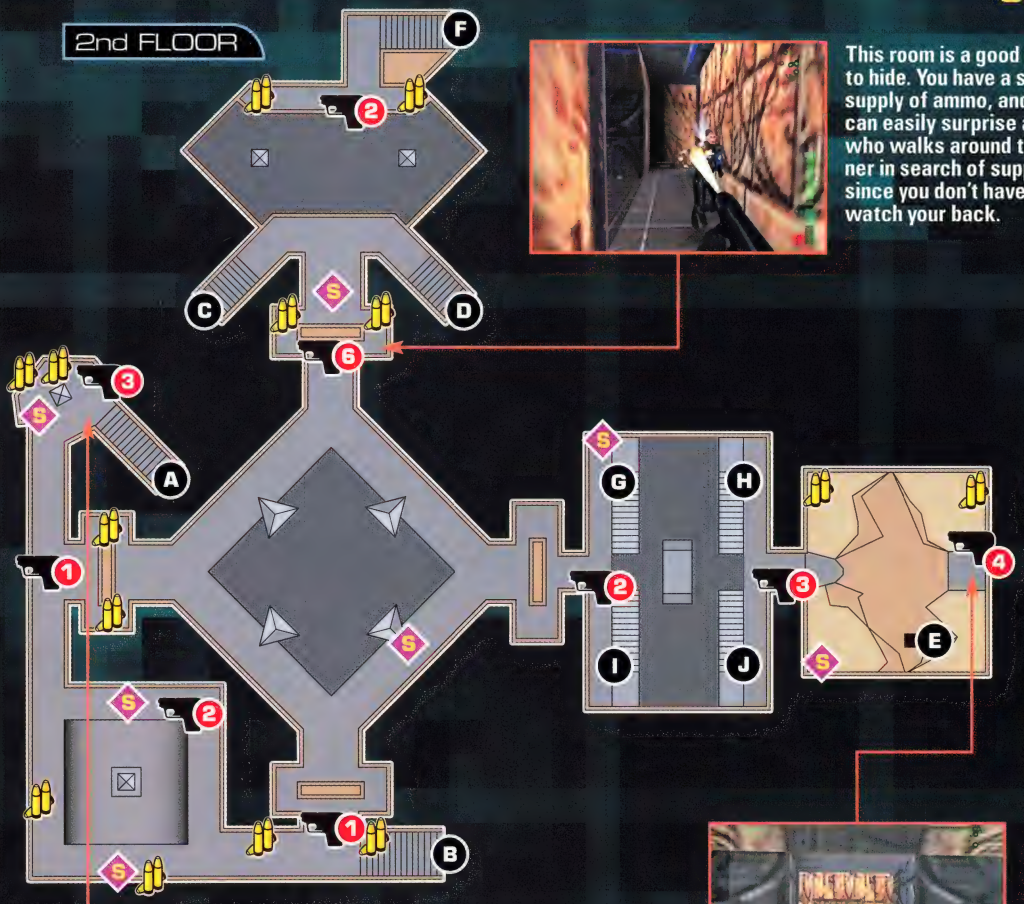


The open room with the pillars will be the site of plenty of action. It will have lots of traffic since it has a weapon and some ammo inside, and the open architecture lends itself to sniping from the second floor down to the first. Use the pillars to shield yourself if you're the target being sniped at.

The sandy, white substance piled up into hills is nothing but a nuisance. The ground is horribly uneven, making it impossible to shoot straight while you're moving. There is no place to take cover, either. Stay in the areas where the tiles are exposed, if possible.

This hallway is nothing but a dead end. You do not want to get stuck in here, especially when your enemies are armed with rockets or other long-range weapons. You can set a trap for the next unlucky person if you have mines.

MAP KEY — A Junction Point | S Spawn Point | 1 Weapon Location | Ammo Location



This room is a good place to hide. You have a steady supply of ammo, and you can easily surprise anyone who walks around the corner in search of supplies since you don't have to watch your back.

This corner is another good place to park. You have all the supplies you can handle, which will draw your enemies, and it's not hard to cover both entrances to this point.

You can also plant yourself in this room. It has only one entrance, so you don't have to worry about anyone sneaking up on you. You can get a good distance away from the entrance and still cover it nicely if you have a weapon with a scope.

CHALLENGE 1

For the first challenge, you need to eliminate a Shock Trooper five times within the time limit to win. Your opponent is a MeatSim, which means that it'll generally be too busy trying not to run into walls to put up any sort of defense or offense. It won't come to you, so find it on radar as soon as it spawns and ruthlessly chase it down with whatever weapons are handy. It doesn't matter what you use—you should be more than a match for this simulant.

WEAPONS:

1. Falcon 2
2. CMP150
3. Sniper Rifle
4. DY357 Magnum
5. Dragon
6. Disabled

CHALLENGE 4

For this King of the Hill scenario, check the radar screen, locate the hill then move to it to capture it. You will have to defend it for a 20 seconds, but that's not very difficult. When the simulant captures the hill, take it back by fragging the simulant as soon as possible. You shouldn't have trouble with the opposition. Even though the enemy is a step up from past Challenges, it's not a good fighter. You need to capture the hill several times to win.

WEAPONS:

1. MagSec 4
2. CMP150
3. Dragon
4. K7 Avenger
5. Shield
6. Disabled

CHALLENGE 8

Good knowledge of the arena's layout is vital in this Capture the Case scenario. Run to your opponent's area, pausing along the way only to pick up ammo and weapons. Grab the case and rush back to your area. Defending your area is as important as capturing the other side's case, so keep an eye on your radar screen—if you shoot the simulant when he has your case, the case will return back to your home base. Luckily for you, your opponent is quite easy.

WEAPONS:

1. MagSec 4
2. K7 Avenger
3. Shotgun
4. SuperDragon
5. Shield
6. Disabled

CHALLENGE 12

This slow-motion game is made tougher by the difficulty level of your opponent. Cloned in Joanna's own image, this intelligent fighter will always make a beeline for the choicest weapons, which means she'll go right for the SuperDragon. Always assume that she has these explosives, and try not to walk right into her line of sight. Sneak up on her if at all possible, preferably with a SuperDragon of your own.

WEAPONS:

1. Falcon 2 (Scope)
2. Sniper Rifle
3. Shotgun
4. SuperDragon
5. Shield
6. Disabled

CHALLENGE 30

For this King of the Hill battle you're paired with a NormalSim against two DarkSims that are exceptionally good shots and have powerful pistols. Your partner won't put up much of a fight against these ultra-powerful opponents, so you'll have to do most of the work. Try to find a good hidey-hole and defend it with the Magnum or charged up Mauler shots. These simulants are too good to sneak up on.

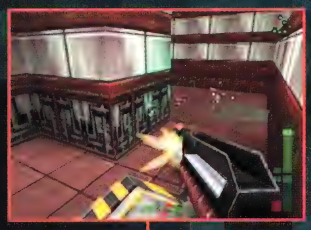
WEAPONS:

1. Falcon 2
2. Falcon 2 (Scope)
3. MagSec 4
4. Mauler
5. DY357 Magnum
6. Disabled

Pipes

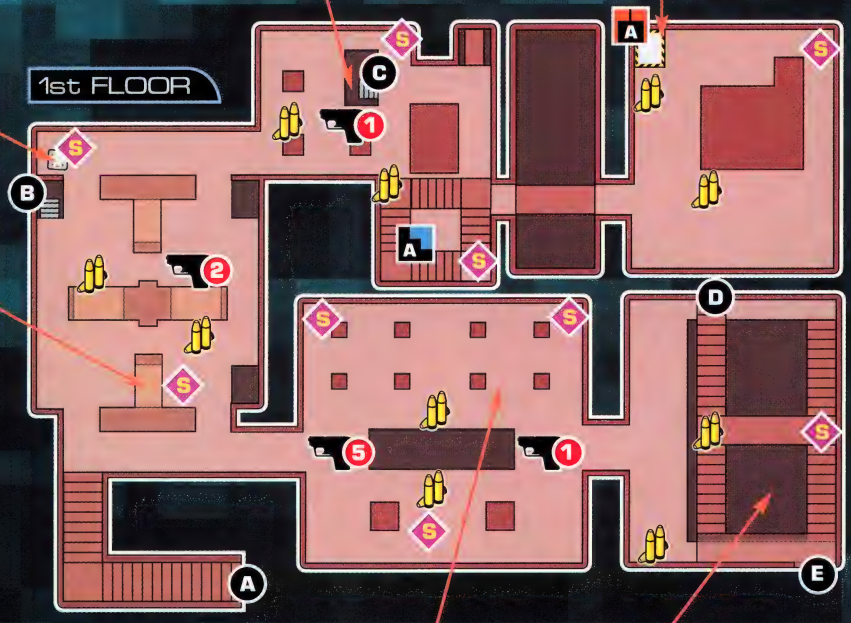
The Pipes may remind you of the decor of the dataDyne basement laboratories, but this area is fraught with greater peril. Narrow pipes and ramps stretch over dark, bottomless gulfs, and the close quarters make maneuvering very dicey.

There are only two ladders up to the first floor from the basement, so if you camp by one or the other you're bound to nail someone coming up. You can also rig them with Proximity Mines.



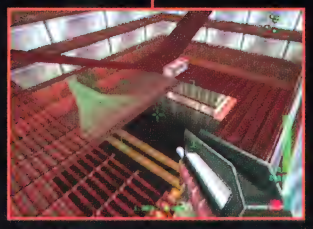
If you want to take the elevator up to the second floor, don't wait for it with your back to the room. Back into the corner so you can cover all the angles—the elevator will go through you and pick you up.

Don't forget to take advantage of the power of the crate. This particular one can be used for cover, but you can also push it around to blockade doorways and throw your opponent off guard.



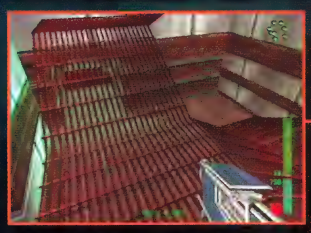
The oddly shaped tables in this room turn it into a paradise for pistol fights, especially if you've turned on one-hit kills. Bob up and down while exchanging gunfire and keep circling around the impediments.

The notch in the floor of the pillar room is a reasonably safe place to drop onto the pipes, but if you angle it wrong, you're done. This drop-in point has the added advantage of being right near the weapon and ammo cache. The pillars themselves are excellent cover, particularly if someone is sniping you from upstairs.



Your lofty perch on this ramp gives you a perfect position to snipe at opponents making the treacherous ascent or standing on the pipes. Even if you don't manage to eliminate them, you may rattle them enough to make them fall into the black pit below.

MAP KEY — A Junction Point | A Stairwell | A Elevator | S Spawn Point | 1 Weapon Location | Ammo Location



The spiraling ramp up to the second floor takes a while to negotiate even if you're strafing as you ascend. If opponents happen upon you while you're climbing, they'll be able to blast through the grating to take you down.

Make the weapon in slot #4 a good one, because the only way to reach this small platform is via the elevator. Sniping from here is simple, and if you drop into the next room, you can perch on the wall siding.

There are no railings on these walkways, so take your time unless you want to pitch into the gulf. If you're skilled at taking the plunge, you can dive over the edge and land on the pipe intersection below.

You're vulnerable if anyone else is upstairs, but this is still a good spot to snipe from. You'll get a view of the entire pillar room and see through the notch in the floor to the basement.

Walking around on the narrow pipes is very unsafe, since a single shot or careless step could push you off the side. You'll have to get used to it, though, as plenty of action occurs in the basement level.

Lie in wait for unlucky souls who try to traverse the pipes over the pit. Unless they are very, very good, enemies will have their hands full just walking a straight line. You, however, have time to take careful aim.

CHALLENGE 3

Challenge 3 isn't very difficult, although you will be outnumbered by the simulants. Leave Timed Mines on your backtrail like breadcrumbs if you're under pursuit, otherwise go straight for a Dragon or an AR34. Both of these powerful guns have big clips and decent magnification scopes so you can cut down the simulants from a distance. Since the simulants are such simpletons, the only real way to lose is by falling into the pits, so be careful when treading on the lower levels.

WEAPONS:

1. MagSec 4
2. CMP150
3. Timed Mine
4. Dragon
5. AR34
6. Disabled

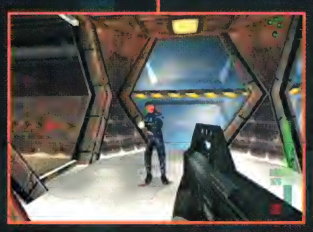
Area 52

That's right—it's even more top secret than Area 51. This base looks and feels as though it was designed to repel an invading army, with sniper battlements, recessed walkways and fortified keeps that can withstand anything.

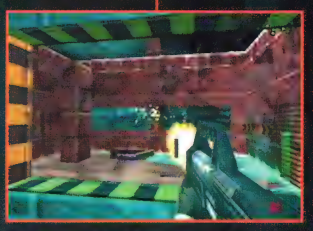
There's plenty of room to maneuver in this wide courtyard, and the various pillars scattered out in the open and against the walls lend cover. Don't miss the weapon and ammo cache in the southwest corner.

If your opponent has the tendency to camp out in this room with regenerating ammo, try a little ding-dong ditch 'em. Activate the slow-moving sliding door to announce yourself then target your distracted enemy through one of the windows.

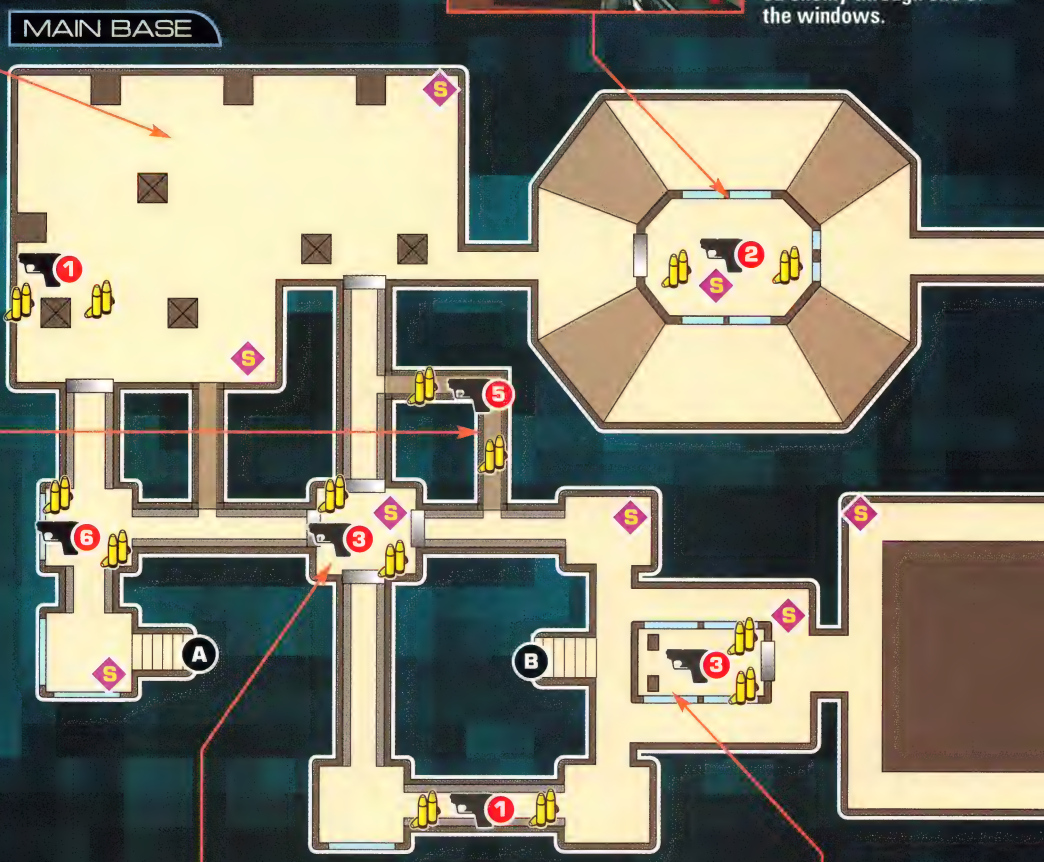
The dark ventilation shafts make for a slow and dangerous trip, but if you put a worthwhile weapon in here everyone will have to take the plunge. Just make sure that you don't get trapped inside while someone lobs explosives through one of the broken vents.



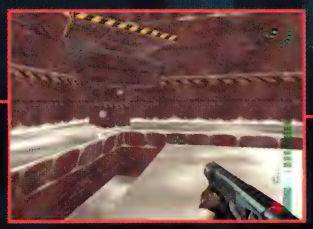
This is a major intersection, and it's no place to linger unless you like having to cover 360 degrees of possible danger. If you're lucky enough to spawn here, you'll instantly get a weapon and some ammo.

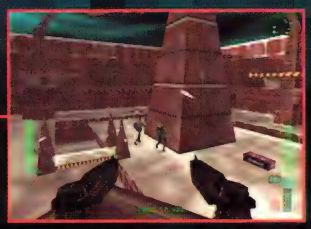


This room looks somewhat fortified, but if they put in a metal door, why did they install glass windows? The glass breaks easily, so unless you like ducking and crawling for your life, don't stay long in here.

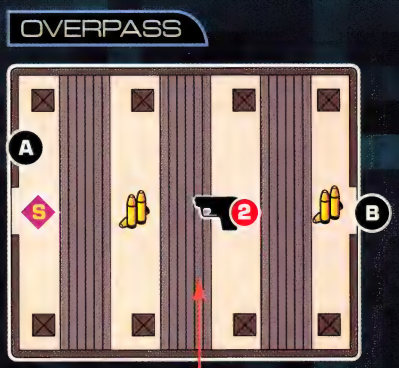


MAP KEY — A Junction Point | S Spawn Point | 1 Weapon Location | Ammo Location | Door





The guard towers are, quite simply, a sniper's dream come true. Heavily shielded with just a slot to fire through, they offer about as much protection as you could hope for while giving you a full view of the entire courtyard. Climb up the ladder on the rear side to gain access, then watch your radar. Beware heavy explosives.



As long as you aren't being sniped from the towers, this center section is a good place to camp. You can continually dodge around the giant monolith while picking up ammo and blast anyone crossing the bridge.

Take the overpass if you don't want to deal with the close confines of the tunnel system below. This is a good place to engage a pursuer—the incline makes aiming difficult, and you can dodge behind the pillars.

The dry moat around the monolith platform in the center of the courtyard is a good place to find cover if you're getting dusted by snipers. The only problem is getting back out, as there are only two ladders.

CHALLENGE 2

You shouldn't have any problems at all in Challenge 2, merely because the simulant is a bungling idiot. The Dragon and Cyclone are more than enough gun to cut this wimpy simulant down to size, but if they fail, you can always use Rocket Launchers. Rockets move slowly, but if one locks on you in a wide-open area, you'll have to be lucky to escape. Be warned: The simulant may well detonate Rocket Launcher shots in enclosed spaces.

WEAPONS:

1. Combat Knife
2. Falcon 2
3. Cyclone
4. Dragon
5. Rocket Launcher
6. Disabled

CHALLENGE 6

The simulants are still weak in Challenge 6, but this time there will be a whole gang of them. Hold the Briefcase is the game, so every time you hang onto the case for 30 seconds you'll rack up another point. Since the simulants' power is in their numbers, opt for the CMP150 and the K7 Avenger over the slower firing Shotgun and DY357 Magnum. As you run, just spray the area whenever one of the simulants lurches into view.

WEAPONS:

1. CMP150
2. DY357 Magnum
3. Shotgun
4. K7 Avenger
5. Shield
6. Disabled

CHALLENGE 14

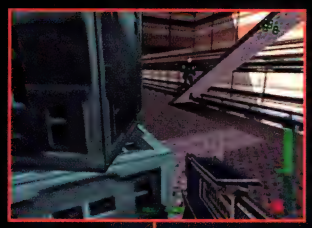
Challenge 14 is a Capture the Case scenario, but the two simulants are sometimes too smart for their own good. Since there are so many good weapons available—the Cloaking Device, Farsight XR-20 and SuperDragon are among them—the simulants will often make retrieving them their first priority, no matter how far away it takes them. Run for the case while they're gone, or mow them down with the Farsight at your leisure.

WEAPONS:

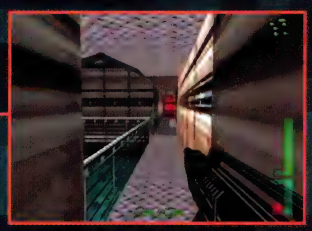
1. Cyclone
2. SuperDragon
3. K7 Avenger
4. Farsight XR-20
5. Cloaking Device
6. Disabled

Complex

Your GoldenEye favorite is back, polished to a high shine and dressed up with a few new features. As it always did, this arena offers an excellent blend of sniper spots, mazelike hallways and sneaky shortcuts to satisfy any scenario.

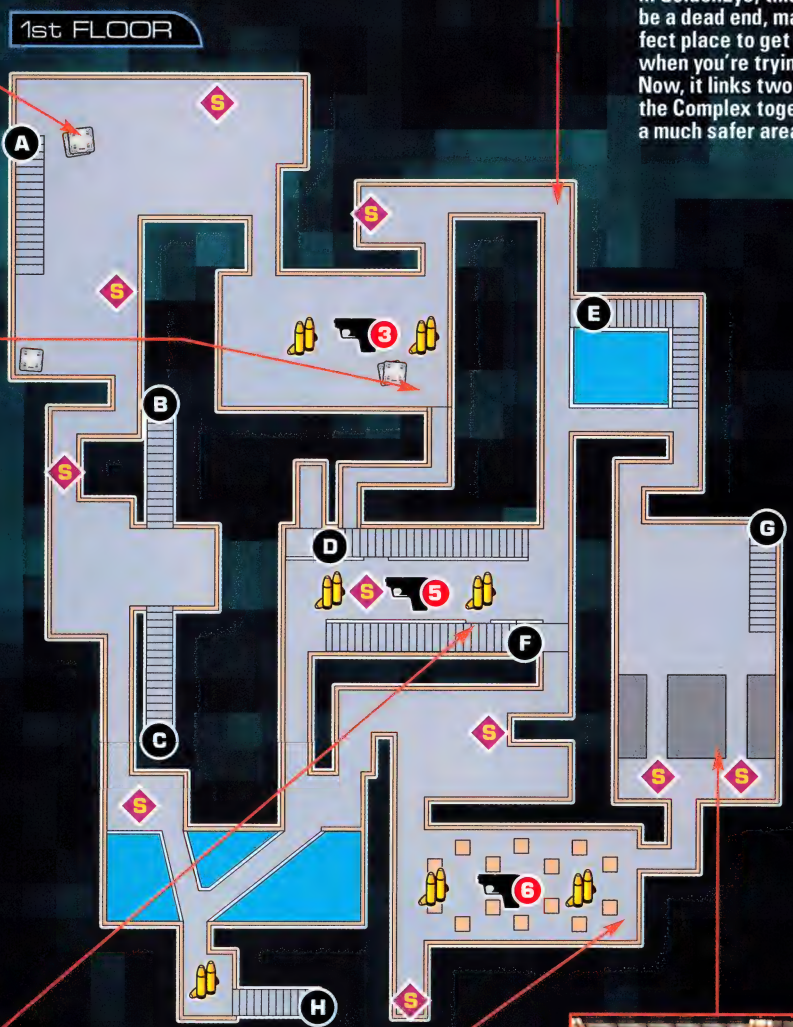


There's been a little bit of cosmetic design work done to the Complex since you were here last, and one of the nice touches is the addition of several crates. Cover is extremely scarce on this level.



In GoldenEye, this area used to be a dead end, making it a perfect place to get cut down when you're trying to escape. Now, it links two sections of the Complex together, making it a much safer area to explore.

More crates have been added on the lower section of this room, making the area under the ramp a little bit safer. You can also take a shortcut through the broken ventilation shaft, but bear in mind that you'll be crouched and therefore slow and vulnerable.



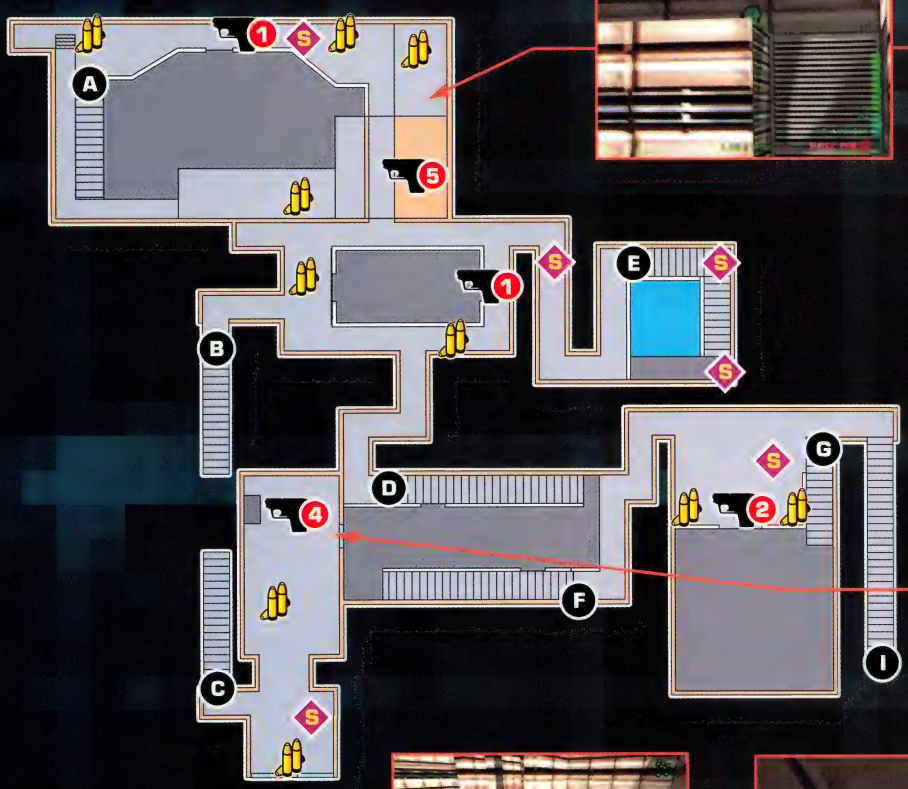
Be careful not to get caught unawares while you're climbing or descending one of the ramps in this area. With the exception of intermittent breaks in the railings, you won't have an easy escape route.

The thin pillars in this room can be either a help or a hindrance. They make it difficult to maneuver—luckily, if you're being pursued, your opponent will have the same problem. Here, the hidden camping spot is exposed.

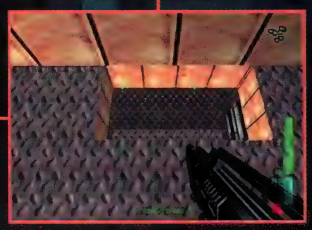
In GoldenEye, you could run across these catwalks without fear of falling into the area below. The hidden railings have since then been removed, so be careful.

MAP KEY — A Junction Point · S Spawn Point · 1 Weapon Location · Ammo Location

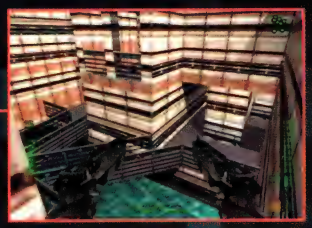
2nd FLOOR



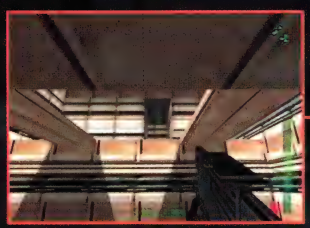
This is the coolest new feature in the level. By climbing the grates at the northeast corner of the room, you can access the upper platforms of the room. You can snipe with impunity from here, and if you have some Proximity Mines, you can booby-trap the way up.



Sniping from this window is still an excellent way to rack up your body count, but watch your radar to make sure no one sneaks up the ramped hallway to ambush you from behind. If your position becomes compromised, dive through the hole in the floor for a quick escape route.

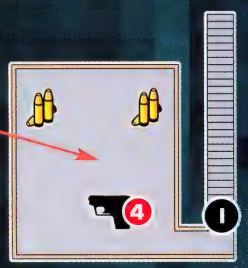


This miniature aerie looks out onto the V-shaped walkway as well as another good sniping window across the way. There's only one way up to the platform, so make sure that you have adequate defenses.



You can find some ammunition reserves and a weapon down here, but be careful not to get trapped—there's only one way out. It makes a great spot to shoot at people crossing the catwalks if you have good aim.

BASEMENT FLOOR



CHALLENGE 5

Challenge 5 is great fun, merely because the simulant isn't very intelligent and you get to use the Farsight XR-20. Since the name of the game is straight-up Combat, grab any weapons you can and defend yourself until you can find the Farsight. Once you have it, pick a good camping spot, switch the gun to Target Locator and start blasting through walls. The simulant won't put up much of a fight.

WEAPONS:

1. Cyclone
2. Grenade
3. AR34
4. Farsight XR-20
5. Shield
6. Disabled

CHALLENGE 11

You should be well versed in the King of the Hill scenario by now, but the simulant you're up against will present your toughest opposition yet. The best weapon by far is the K7 Avenger, so beeline to the weapon #4 locations as fast as possible, then set about taking and holding the Hill. Be careful not to get hit with a Tranquilizer shot or you'll get pretty loopy.

WEAPONS:

1. MagSec 4
2. Tranquilizer
3. Shotgun
4. K7 Avenger
5. Shield
6. Disabled

CHALLENGE 23

This is your typical deathmatch, but the pair of simulants are amazing shots and you happen to be moving in slow motion. The crazy thing is, you can use Combat Boosts to slow the action down even more. Grenades are available, but they're very difficult to time in slo-mo, so the best weapons are the Laptop Gun and the RC-P120. The RC-P120's Cloak function might save your skin.

WEAPONS:

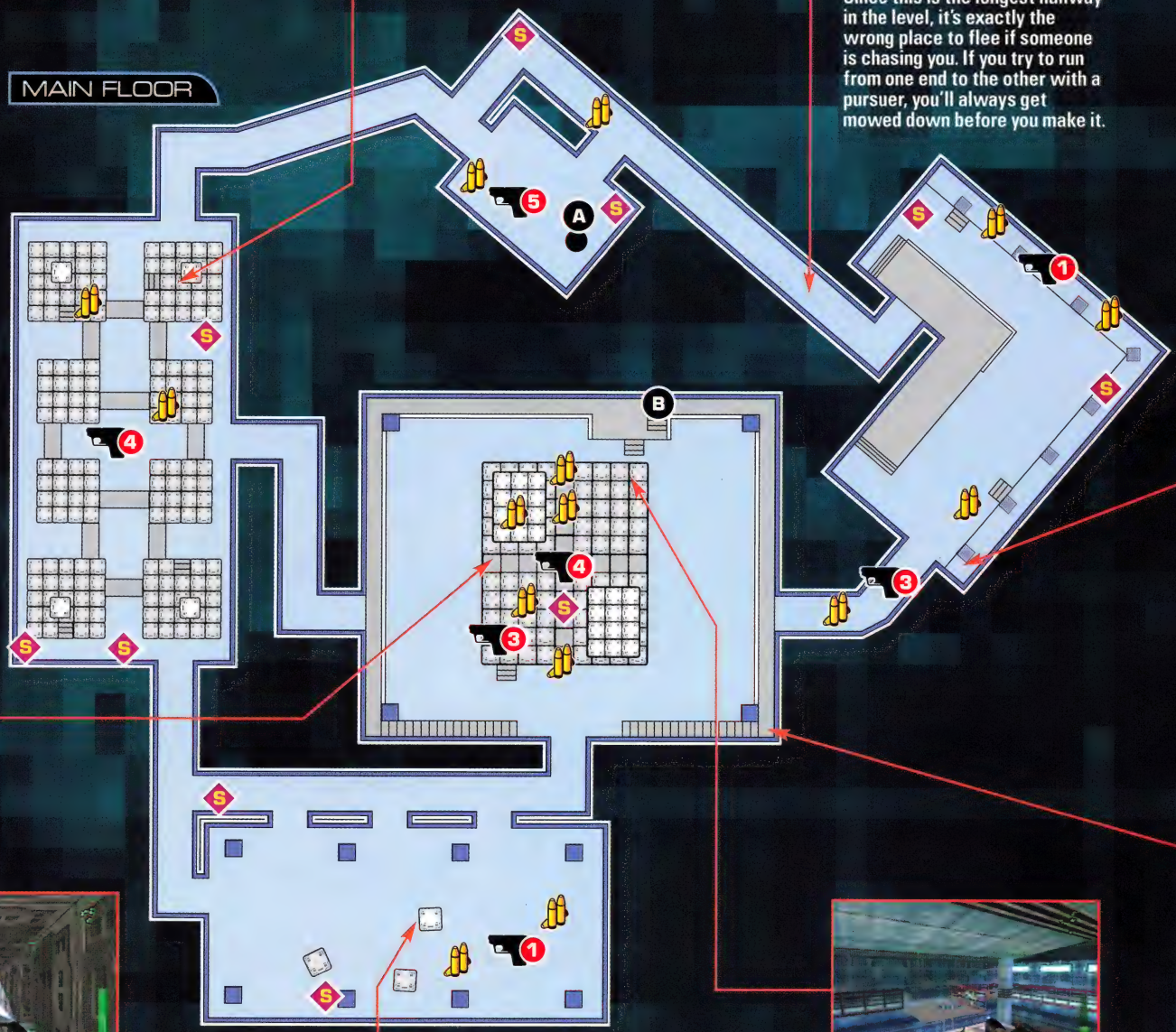
1. MagSec 4
2. Grenade
3. Laptop Gun
4. RC-P120
5. Shield
6. Combat Boost

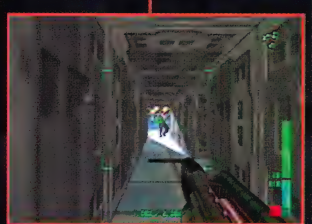
Warehouse

A pleasant mix of open-air areas and claustrophobic crawl spaces, the Warehouse has something for everybody. Other levels have occasional stacks of crates for cover—this one puts them all to shame with edifices built of the things.

You may be wondering how to get up to the raised walkways bridging the stacks of crates in this room. It's simple, really—each of the stacks in the four corners of the room has a hidden ladder embedded in its indented section. Climb up top and load up on ammunition.

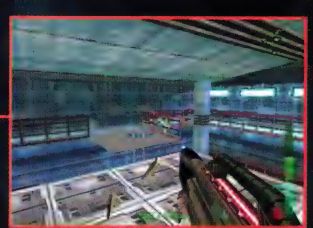
Since this is the longest hallway in the level, it's exactly the wrong place to flee if someone is chasing you. If you try to run from one end to the other with a pursuer, you'll always get mowed down before you make it.





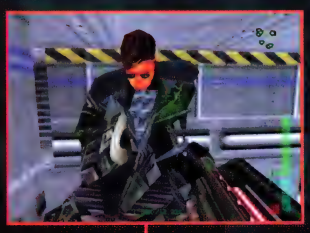
If you aren't afraid of enclosed spaces, clamber into the crawlspaces underneath the giant crate stack. Not only is there a weapon in the middle intersection, but you can also ambush anyone passing by.

In this room you can push crates into position and even carry the light gray one around with you. The possibilities are endless—you can make your own cover or attach a Proximity Mine and send it along.



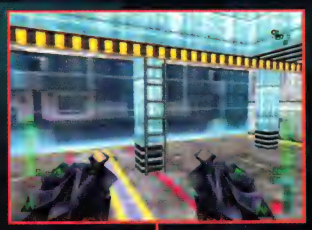
Climb the ladder on the south side of the huge crate stack to gather up a payload of ammo and a weapon. You can shoot at anyone down below and even make a quick escape by jumping across to the upper platform.

MAP KEY — A Junction Point · S Spawn Point · 1 Weapon Location · Ammo Location



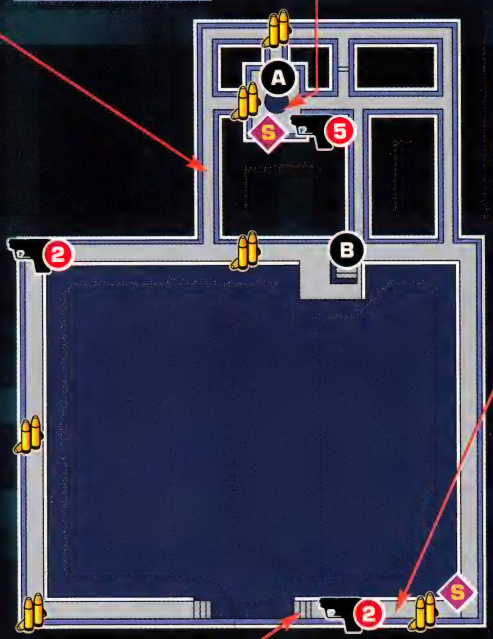
These shafts are extremely difficult to maneuver in, but since one of the Spawn Points is here you'll eventually get into a confrontation. Grab the nearby gun and remember that you move more slowly in a crouch.

In this central area of the shafts you can drop down to the first level. It's a great place to drop down and launch a surprise attack, but if you're feeling like a bit of dirty pool, just chuck some Grenades or N-Bombs down there for fun. You might also look up at the ammo box behind the question mark grate—pretty suspicious, eh?



Don't miss the ladders attached to the pillars in this area. If you climb up to the upper platform, you'll be in an excellent position to ambush players coming from the main warehouse or from the other entrance.

CATWALK



Walking around the mid-level catwalk that skirts this room is a good way to ambush enemies, but you'll have to go to the top catwalk to find all the ammunition and weapons. The sniping is excellent from up here.

If you're fighting or camping on any of these catwalks, be sure to sock yourself in one of the corners. You'll get a good view of the entire room and benefit from the pillar's protection.

Don't be intimidated into retreating from this spot. If you're traveling at top speed you can fly over the edge, clear the gap, land on the ladder and hoist yourself up practically without breaking stride.

CHALLENGE 7

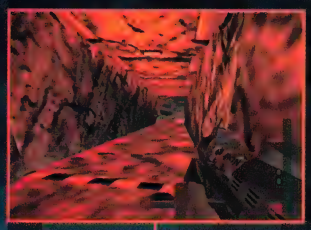
The only Warehouse Challenge is a game of King of the Hill with a simple simulant, and if you've been practicing you shouldn't have much trouble. One-shot kills are in effect, so if you can lay your hands on the Cyclone you'll be almost unstoppable. Grenades, MagSec 4s and Falcon 2s are also available, so make do with whatever's handy. If you can find the shield, it'll give you a second chance at life, essentially making it a two-shot kill scenario.

WEAPONS:

1. Falcon 2 (Silencer)
2. MagSec 4
3. Cyclone
4. Grenade
5. Shield
6. Disabled

Ravine

The Ravine folds back on itself so many times with elevated platforms that it makes for a sniper's paradise. Practically every wide-open area has another one that looks down on it from above, and bottomless pits await the clumsy.



The long, orange-lit hallway is a bad place to get stuck if you're outgunned. Try to avoid it until you have the upper hand, and always watch for snipers on the platform above. If you're being sniped, head for the enclosed end.

This precarious pipe is a sneaky shortcut, but it's also an extremely risky one. You'll be highly visible while crossing, and one misstep will send you plummeting into the dark to your doom. If you're willing to risk it, though, you can climb up the vertical yellow pipe on the far side and reach the platform above.

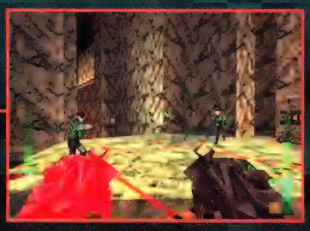
The high walls and wide-open spaces of the Ravine are designed for fun with major explosives. Try ricocheting Grenades off walls and engaging the enemy from long distance. If you're good with radar, you can shoot Rocket Launcher rounds at the base of platforms to get enemies above you.

Couch yourself in these corners if you feel the need to camp. You can get a good view of three different passageways, and no one really has the drop on you from above. If you duck, the crates provide some cover.

It's possible to push around some of the crates in the Ravine, but only on one surface—if you try to push them on the metal grates, they won't budge. Use them to make cover for yourself or to barricade a passage.

MAP KEY — A Junction Point | A Elevator | S Spawn Point | 1 Weapon Location | Ammo Location

This is an excellent vantage point to snipe opponents in the orange hallway below, as is the section across the way. Be sure to station yourself all the way at the end—otherwise you won't be able to see very well over the railing.



This corner has a number of advantages. You can cover two entrances, making it a fairly safe spot to camp for an ambush. It's also nice because you can jump off either side to another platform if the fighting gets too hot.

It's vital to remember that you can shoot through the red metal grates that make up many of the ramps and platforms in the Ravine. This particular one is directly above the yellow pipe, so pick off anyone daring enough to try crossing.

The central platform of the level will become a pretty popular spot for the paranoid, since it has a myriad of escape routes just a jump away. It also offers some good lines of sight on many other platforms, so snipers are sure to make it a frequent stop.

This chamber is ground zero for some of the most brutal battles. It has tons of entrances, as well as multiple vertical levels and vantage points. Throw in some crates for cover, a weapon and plenty of ammunition—it's a recipe for carnage.

These four crates can be pushed around to create any formation you like, and if you're looking to make a barricade, this is the corner to do it in. Your back will be to the wall, so you'll have at least one side covered, and if you duck you can pepper anyone in the area with shots. Beware anyone on a higher platform.

CHALLENGE 9

It's a standard Combat Challenge, but with one hit from any weapon, you'll drop like a fly. You'll probably be surprised by the skills of your opponent. Since this is the most skilled simulant you've seen so far in the Challenges, it will probably catch you off guard a couple times with intelligent tactics and accurate shooting. The Farsight XR-20 is the obvious choice for campers, but don't underestimate the awesome power of a well-placed sentry Laptop Gun.

WEAPONS:

1. Falcon 2
2. DY357 Magnum
3. Timed Mine
4. Laptop Gun
5. Farsight XR-20
6. Disabled

CHALLENGE 25

The team of superintelligent simulants will not mess around on this Challenge. If you can, find the Cloaking Device and use it to get right up next to the simulants before attacking. The other method is to use the Farsight XR-20, but watch out, because these simulants will vector in on you very quickly while you camp. Use N-Bombs if you dare, but watch out for their huge blast radius. Remember, the Farsight cannot track cloaked enemies.

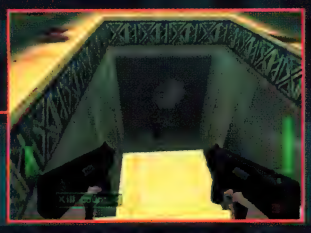
WEAPONS:

1. Mauler
2. N-Bomb
3. K7 Avenger
4. Farsight XR-20
5. Cloaking Device
6. Disabled

Temple

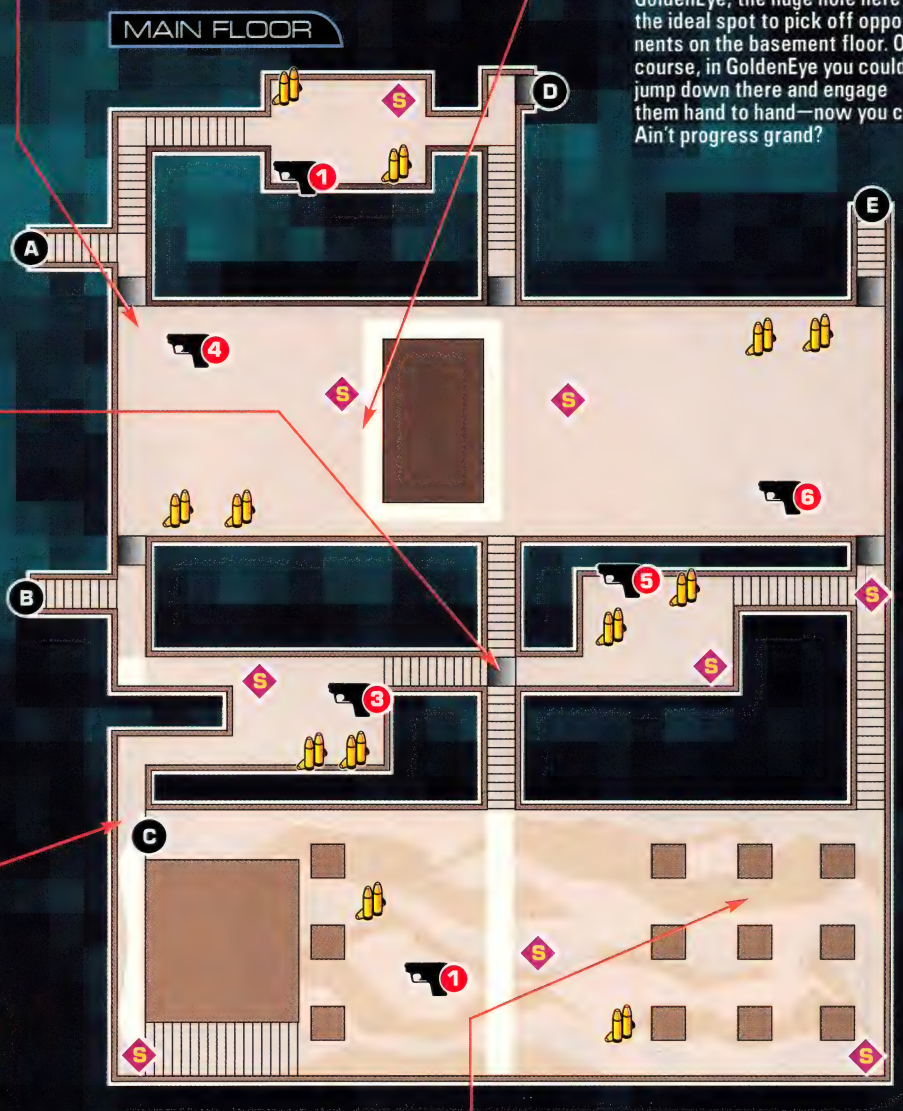
Don't forget those old acquaintances—the Temple has returned from the land of GoldenEye to take you back in time. It's gone through a bit of reconstruction, so now players can fall through the hole in the upper floor.

The ancient stone slabs that serve as doors in the Temple take an age to open, so try not get stuck in the corners while you wait for them. If you come under fire, keep moving until the door opens or drop through the floor to make your escape.



As you probably remember from GoldenEye, the huge hole here is the ideal spot to pick off opponents on the basement floor. Of course, in GoldenEye you couldn't jump down there and engage them hand to hand—now you can. Ain't progress grand?

With four different paths intersecting at this point, it's a dangerous place to be without appropriate weaponry. If you're at the central pillar and it starts to rise without your cueing it, duck down and try to cut the legs out from whoever's on the other side.



The gap on this upper walkway is one of the best vantage points in the entire level, as you can pick off enemies approaching from the nest of pillars below you. Just be sure to be wary of enemies ambushing you from the left or the right.

You don't remember these pillars? That's because they weren't there in GoldenEye. As they stand, the room is a confusing mix of good cover and shadows, and is one of the better places to engage your enemies.

MAP KEY — A Junction Point · S Spawn Point · 1 Weapon Location · Ammo Location · Door

Here's another corner that's perfect for camping with a powerful weapon and lots of ammunition. Even though you're exposed, you have the perfect view of three entryways. As soon as someone pokes a head out, fire away.

When you're passing through this room, always be aware that someone may try to snipe you from the level above. Stick to the edges of the room, and if you're using Rocket Launchers, blast the ceiling where your enemy is standing.

Since people will come down here to get the weapon in the dead end, this little hall will see a lot of action. You'll either be charging in to snare the weapon yourself or else be fleeing for all you're worth. One way or the other, it'll get messy.

You may note that this hallway has but one exit. It is extremely dangerous to get trapped in there, but if you design the game by putting a cool weapon in the third slot, players will have no choice but to brave the gauntlet.

CHALLENGE 10

Challenge 10 will be your first experience with the Hacker Central scenario, but fortunately you're opposition is pretty easy. First things first, grab a weapon to defend yourself and then track down the Data Uplink. Once you have it, you need to find the computer terminal and buy yourself enough time to download the files. Wait for the simulant to come to you, cap him, then hope he spawns far away so you have enough time.

WEAPONS:

1. CMP150
2. Cyclone
3. Remote Mine
4. AR34
5. Shield
6. Disabled

CHALLENGE 17

You'll be playing King of the Hill for this Challenge, and while there are excellent weapons like the DY357 Magnum, the Reaper and the AR34 available, you're going to want to play with the Slayer. Using the Fly-by-Wire setting, you and your opponent can guide these missiles through the level by remote control. Using this function, you can root the highly skilled enemy simulant out of the Hill without endangering yourself.

WEAPONS:

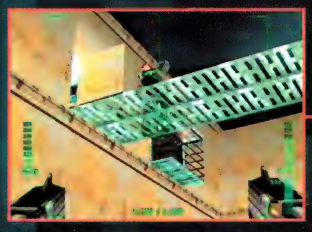
1. DY357 Magnum
2. AR34
3. Reaper
4. Slayer
5. Shield
6. Disabled

G5 Building

Much like its counterpart in the Solo Missions, the Combat Simulator's G5 Building is a compact, multilevel edifice. One big difference: A huge, bottomless gulf divides the two main sectors, crossed by dangerously narrow footbridges.

This small balcony is the ultimate sniper spot in the G5 Building. You'll get a perfect view of all the catwalks except the lowest one, and you can send enemies trying to cross to their doom with a well-placed shot. Be sure to watch your back—if someone tries to flush you out, defend yourself by shooting through the small window.

Since the area is so compact, you'll find that many battles boil down to finding a good line of sight to pick people off. This one lets you snipe people in the main room from the safety of an upstairs perch.

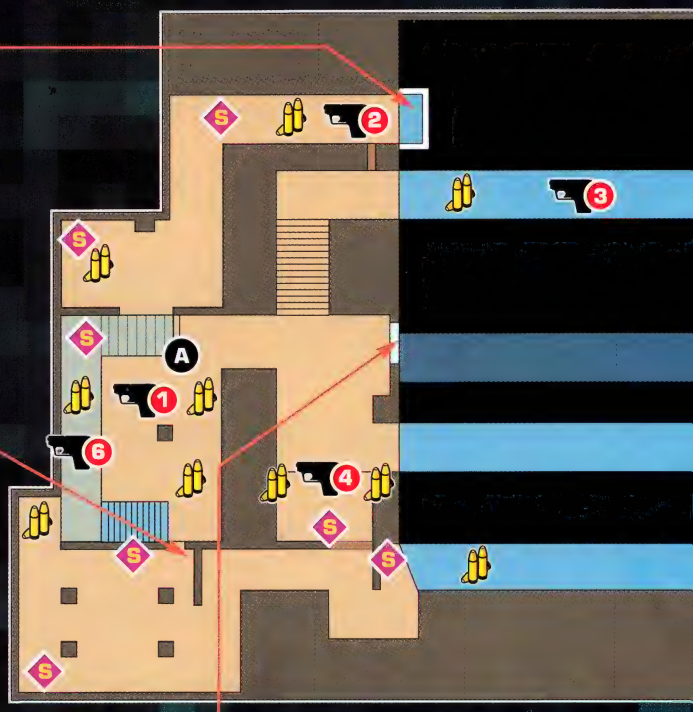


The lowest catwalk holds one of the spawn points, and it's the perfect place to deal with enemies sniping from the upstairs balcony. Since they don't have a good view of you, fire away.

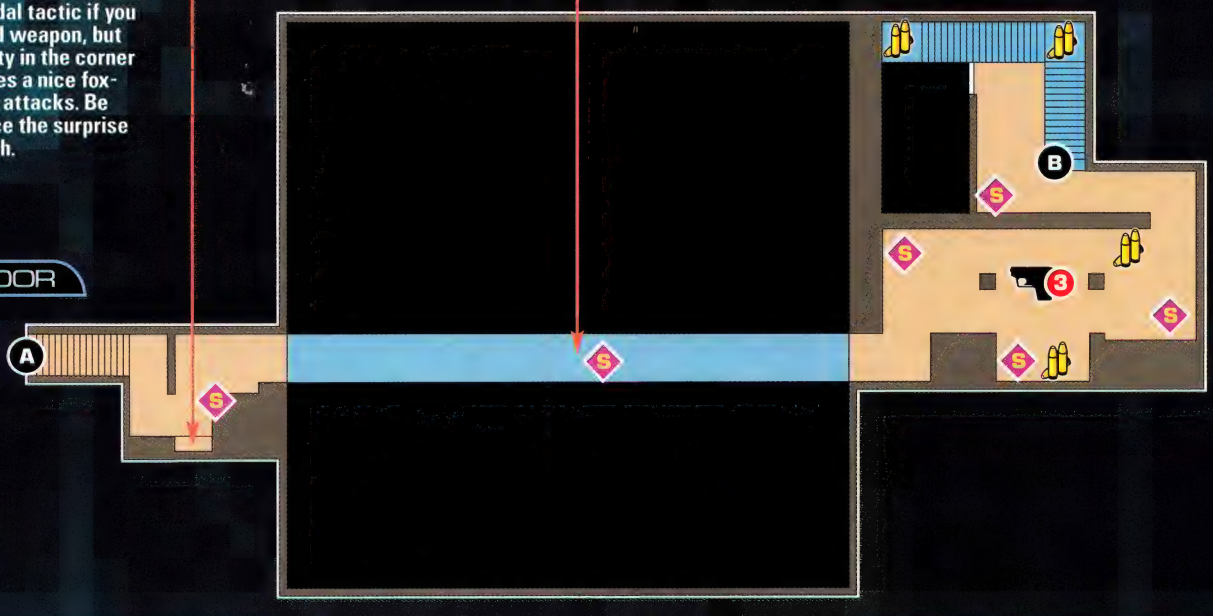
It may be a suicidal tactic if you don't have a good weapon, but this little declivity in the corner of the room makes a nice foxhole for surprise attacks. Be ready to flee once the surprise wears off, though.

The window here doesn't offer up the greatest angles, but it will give you a decent look at the middle catwalk. You can also snipe people on the upper-left bridge without endangering yourself.

MAIN FLOOR



BASEMENT FLOOR



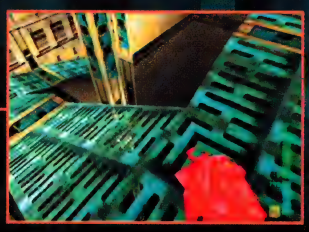
MAP KEY

A Junction Point

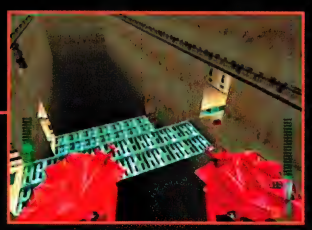
S Spawn Point

1 Weapon Location

Ammo Location

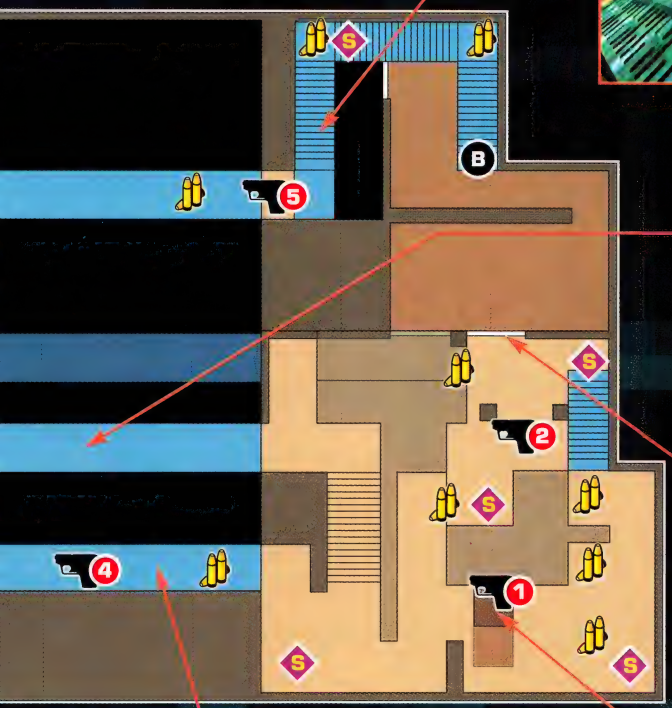


Obviously it's difficult to do when you're coming under heavy fire, but try to use extra care when you're ascending this ramp. There's no railing, and if you fall off the edge, you'll keep falling for a long, long time.



If you're feeling your oats or just have to take a do-or-die chance, try leaping off the upper catwalk. You can just make it to the middle one, and if you have the skills to put on the brakes before you plummet off the edge, you'll escape.

Unfortunately, the railing here prevents you from dropping down onto the lower level, but that doesn't mean you can't get the lay of the land and fire upon any passerby. This is a good place to drop explosives from.



The beauty of this footbridge is the fact that you can put your back to the wall and feel safe without the threat of falling. You'll have a nice view of all the other catwalks, and you can load up on ammo and weapons.

It's easy to fall into this hole if you aren't paying attention, but sometimes you'll want to jump into it to get the drop on your pursuer. Fall through the hole, then back up against the wall. Your enemy will likely drop down after you and run the other way into the main room. You can easily sneak up and blast him from behind.

CHALLENGE 13

This is a high-tension Challenge, with single-shot kills forcing you to draw quickly or pay the price. Your opponent is quite intelligent, which means he'll capitalize on any mistakes. Grenades can wreak havoc in the close confines of the G5 Building, but setting up a sentry Laptop Gun at high traffic areas is a much more reliable method of mauling the competition. Be very careful crossing the walkways.

WEAPONS:

1. Falcon 2 (Silencer)
2. Tranquilizer
3. Laptop Gun
4. Grenade
5. Reaper
6. Disabled

CHALLENGE 19

You'll return to G5 for Challenge 19, and you'll have your work cut out for you. You'll be matched up against a team of expert opponents in an accelerated deathmatch, and if that weren't bad enough, there's a lot of nasty weapons around. The Rocket Launcher's explosive rounds are dangerous in such small areas, and if you like camping, use the Farsight XR-20. Learn quickly which simulant is more skilled and always deal with him first.

WEAPONS:

1. CMP150
2. Shotgun
3. Rocket Launcher
4. Farsight XR-20
5. Shield
6. Combat Boost

CHALLENGE 29

Standard combat is the mode of choice when you return to G5 for Challenge 29. You're up against DarkSims—the toughest opponents you can possibly imagine. They'll cut you down with Cyclone fire almost as soon as you spawn, since they can vector in on your position instantaneously. Your only hope is to grab the Dragon at weapon location #5 and keep deploying it as a proximity mine while you defend yourself with whatever else is handy.

WEAPONS:

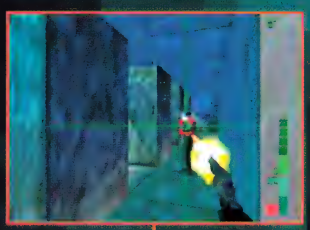
1. Falcon 2
2. Cyclone
3. DY357 Magnum
4. CMP150
5. Dragon
6. Disabled

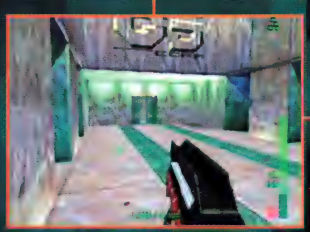
Grid

The Grid is a part of the G5 complex that Joanna never saw in the Solo Missions. The building's sparse, rectangular design combines grandiose foyers with cramped hallways and meeting rooms, making for a diverse battlefield.

The small rooms leading to the back stairwell are dangerous to engage enemies in, so avoid them if you're being pursued. Since you have to wait for doors to open and close, there's a good chance you'll get mowed down from behind. On the flip side, you can wait for a door to open and then shoot for the whites of their eyes.

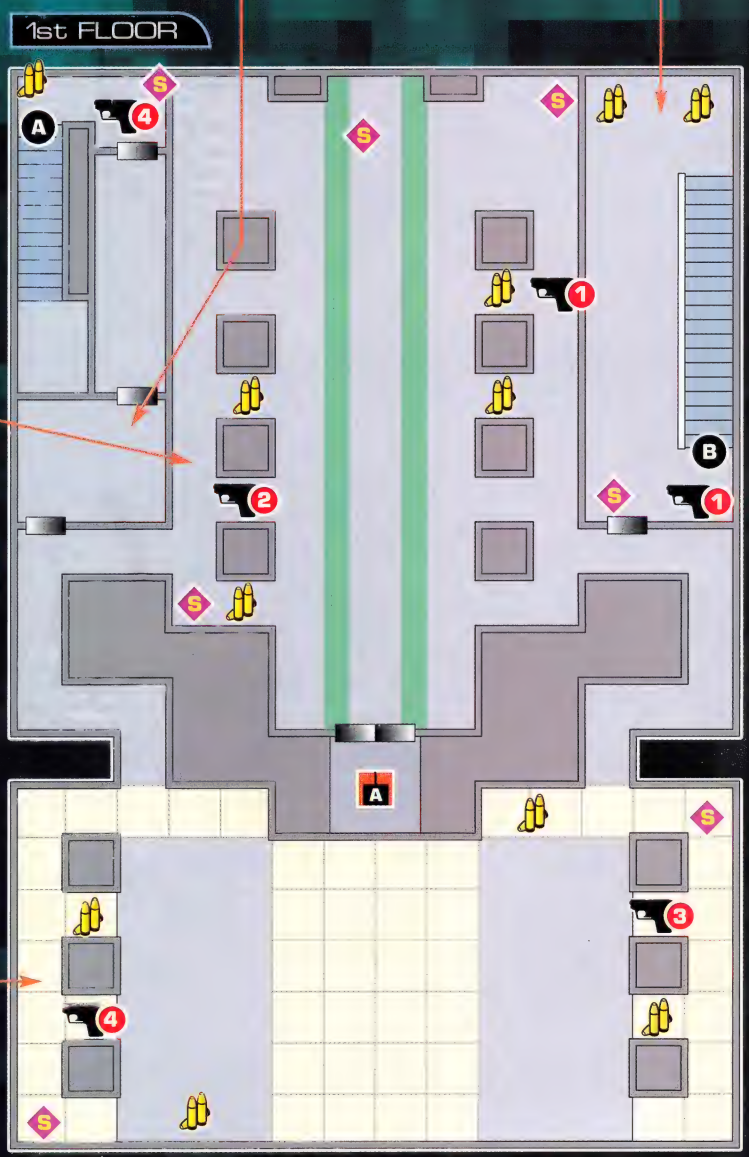
If you put your back to this wall, you'll have an excellent view of both the lower and upper entries. This area also has the added advantage of an easy escape route no matter which direction you're attacked from.





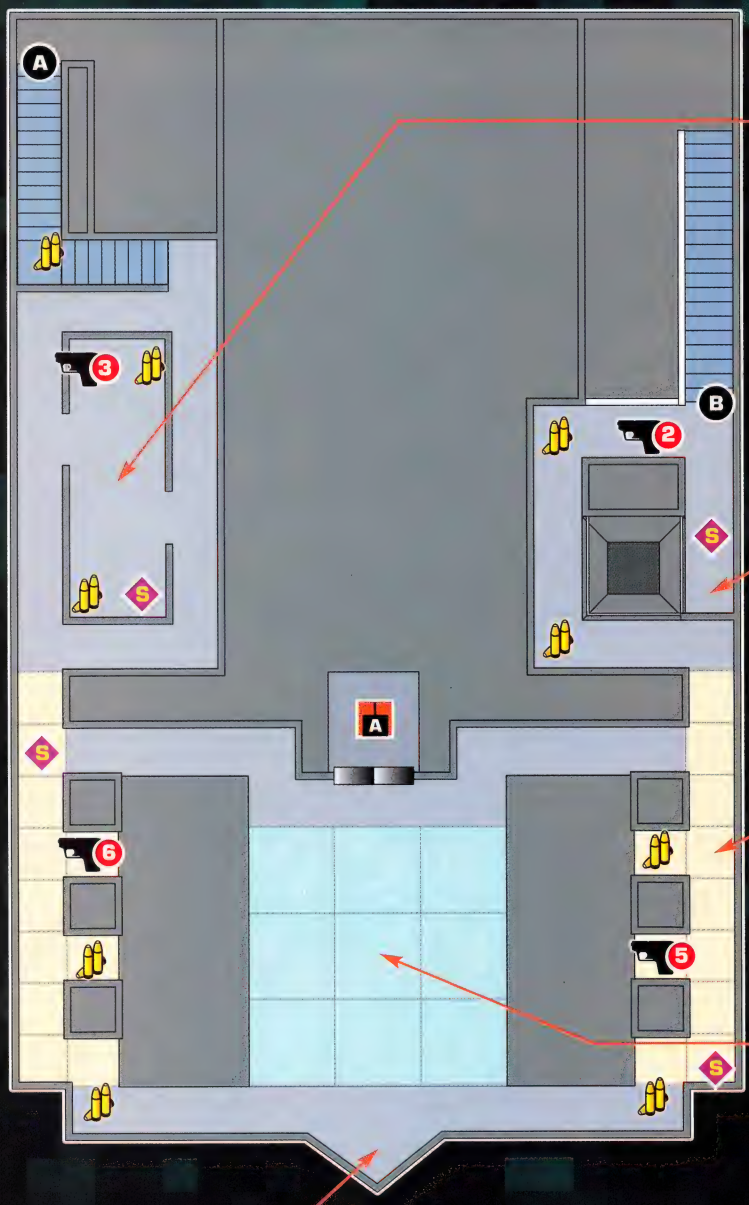
The massive pillars in the foyer make for excellent cover, and you'll want to use them regardless of whether you're on the first or second floor. Should you decide to take the elevator up or down, run up to it and cue the doors, then retreat to the cover of the pillars. If you wait for the elevator out in the open, you'll be a sitting duck.

Since the foyer area is so large, a high percentage of your firefights will take place there. Learn to strafe quickly out from behind the pillars to engage enemies on your floor, and try peeking out the side to snipe enemies above you. Chances are, opponents on the upper floor won't see you if you're ensconced behind the pillars.



MAP KEY — A Junction Point | A Elevator | S Spawn Point | 1 Weapon Location | Ammo Location | Door

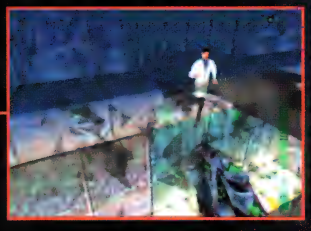
2nd FLOOR



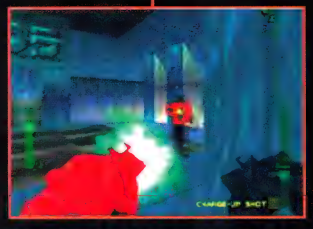
The cubicle in the center of the room has low walls, so if you have to go in there, duck to get a little bit of cover. Because it's such a dangerous place to set foot in, it is an excellent spot to put a powerful weapon. When you're customizing your game, put the best weapon in the third slot. It will appear here.

Although it seems like a good place to get cornered, this dead end is actually a great ambush spot. You can cover the stairs—anyone coming from the left won't see you until it's too late.

One of the problems with the areas behind the pillars is that they're so well lit. Enemies will be able to see you easily, but then again, you'll also be able to see them when they're trying to hide.



You can shoot the glass walkway out from under your enemies, dropping them to the lower part of the foyer so you can escape or fire at them from above. The glass regenerates after a time.



The slightly depressed notch in the wall on the upper level provides a surprising amount of cover, and if you're using a character whose clothing blends well into the background, enemies moving around on the upper level might not see you at all.

CHALLENGE 15

The Grid is made for explosive fun, and trying to Hold the Briefcase while firing off grenade rounds with a Devastator definitely qualifies. There are plenty of other powerful weapons, but the simulants will go for the Devastators first and foremost. You should, too. Grab the case, stick to wide-open areas, and keep moving as you turn the foyer into a warzone. Or, if you can find a good camping spot, use the Devastator to toast any assailants.

WEAPONS:

1. MagSec 4
2. Dragon
3. Shotgun
4. Devastator
5. Shield
6. Disabled

CHALLENGE 21

This area is very small, and that means it'll be difficult for you to buy yourself enough time to hack your way into the computer. It's not made any easier by the fact that your opponent is very good. Your best bet is to get the Cloaking Device and make yourself invisible while you do your cyber-dirty work. If you're playing with multiple players, one can hack while the other repels attackers with the Reaper or the Callisto NTG.

WEAPONS:

1. Mauler
2. Reaper
3. Shotgun
4. Callisto NTG
5. Cloaking Device
6. Disabled

Felicity

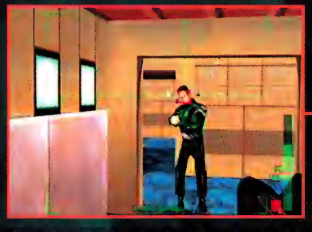
Oh, those wits at Rare! The glorious GoldenEye Facility has been slightly altered—both in name and in physical appearance—to make it even prettier and more fun. Among other things, the vents above the bathroom have a new twist...

This corner is a nice place to camp. You can watch all nearby doors, and you can duck into the corner if someone comes down the stairs to attack you. Plus, you can open up the doors and see all the way down the main hallway.

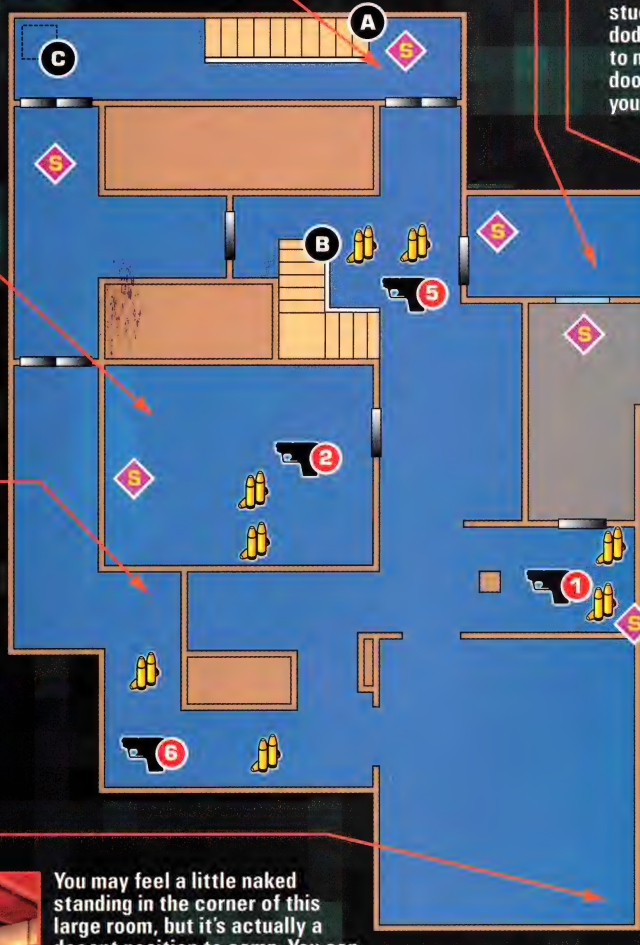
Here's something new for voyeurs. Shoot all you want—you aren't going to break that glass. The bulletproof pane here gives you a nice view of the action beyond the wall, but you'll have to go through the door if you want to fight.

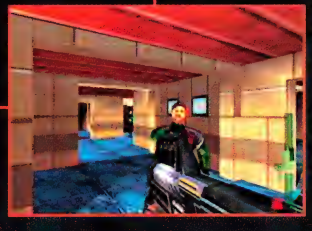
Although there's ammunition aplenty scattered around this room, it's a bad place to get stuck. If you get cornered here, dodge around the pillar and try to make a run for one of the exit doors. If you're outgunned, you'll be toast.

This room is alluring because it contains one of the weapons and a bunch of ammunition, but if someone sees you go in you'll be in for a fight. There's no cover and only one exit, so your only option will be to stand and fight for your life.



The bends in the hallway make it a great place to lose someone who's pursuing you. As you go around a corner, spin around and take aim. Open fire as the enemy rounds it at top speed—with any luck, you'll cut him down in his tracks.

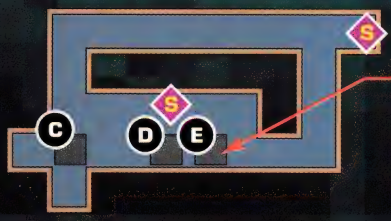


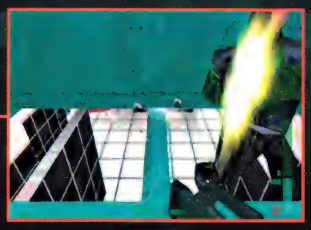


You may feel a little naked standing in the corner of this large room, but it's actually a decent position to camp. You can cover both doors, and by strafing along the right and left walls you can engage people far down both hallways. Just remember to have an escape plan.

MAP KEY — A Junction Point | S Spawn Point | 1 Weapon Location | Ammo Location | Door

VENTILATION DUCT

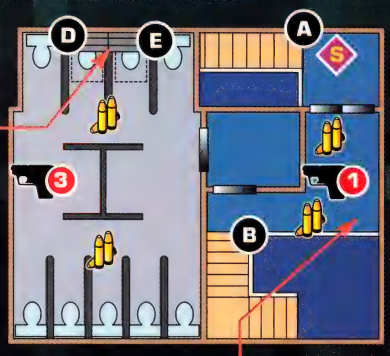


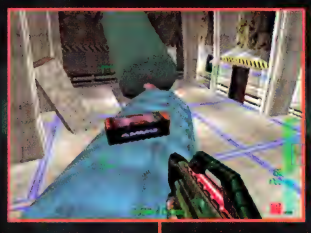


The ventilation shaft that runs into the bathroom offers three different exits, as opposed to the single one available in GoldenEye. As always, be sure to check outside the exit before dropping down so you don't get ambushed.

You don't have to do that crazy trick to get back up into the shaft, either. You can climb both grates in the bathroom stalls to check for campers, or make camp yourself.

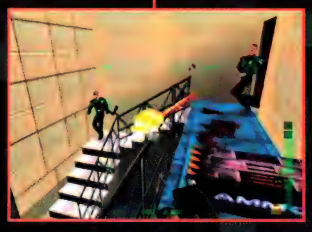
REST ROOM



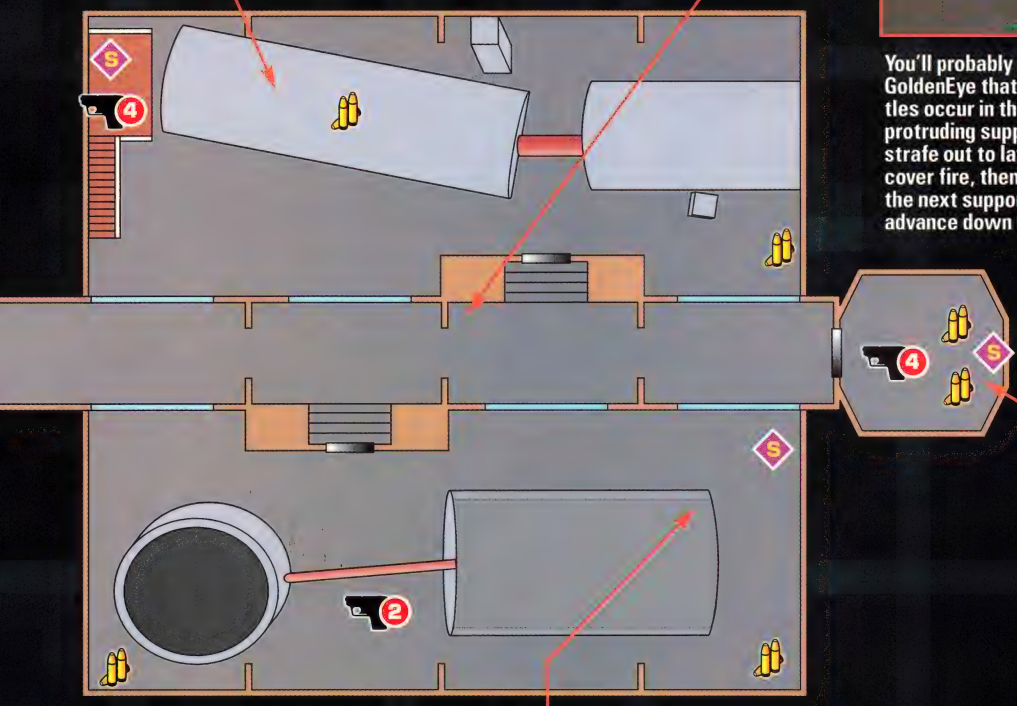


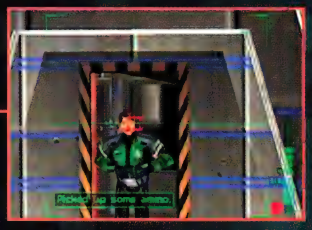
The two large equipment rooms have changed significantly from GoldenEye. The enormous canisters have fallen down, offering a fair amount of cover. You can walk on top of one of them to claim some ammunition.

You'll probably remember from GoldenEye that many intense battles occur in this hallway. Use the protruding supports for cover—strafe out to lay down some cover fire, then make a break for the next support. You can slowly advance down the hall.



The stairwell offers very little in the way of safety, and as a result it will be the scene of plenty of carnage. The upper platform is an excellent place to snipe people far down the hallway, but be careful not to be surprised from behind.





This room is another bad place to get cornered if you have no weapons. If you put a Sniper Rifle in the fourth slot, though, it'll be a coveted camping spot.

The space between these two drums is where a weapon appears, so camp inside the fallen canister and ambush anyone who goes for the weapon. Most enemies won't be able to see you when they come through the door.

CHALLENGE 16

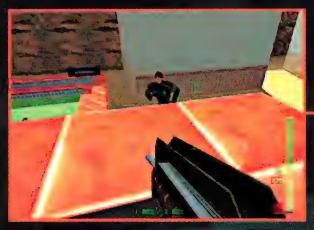
The only Challenge that takes place in Felicity is a standard Combat simulation. Your opponent is extremely good, and with several automatic weapons at its disposal and no radar, things can get pretty hairy. Find the Proximity Mines as soon as you can and start laying booby traps near all the weapons. Just don't forget where you've set your traps and remember that the simulant is just as crafty as you are.

WEAPONS:

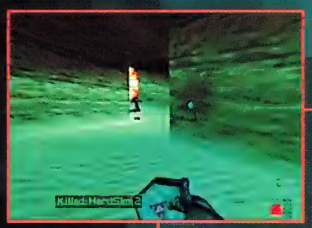
1. Falcon 2
2. K7 Avenger
3. SuperDragon
4. Proximity Mine
5. Shield
6. Disabled

Villa

The sun-bleached architecture of the Villa may evoke a serene beach atmosphere, but it tends to lose its luster when you score the walls with bullet holes and charred impact points. This area's big and has plenty of vantage points.



This level is so well lit that there aren't very many good places to hide. One corner isn't bad, however. Duck down under the rail, then pop up when enemies approach the pools below you. If you open fire fast enough, you can surprise them.



The tunnel cut through the rock at the west end is long and winding, so be careful not to get caught without weapons. You can use the gently curving walls for protection or ambush if you're being pursued—the same goes for the spiraling corridor near the center of the Villa.

The pillars lining this hallway offer up many shallow hiding spots that make for excellent ambush points. If you have to run the gauntlet, do it at top speed or else take your time and scout each indented space for possible camping opponents.

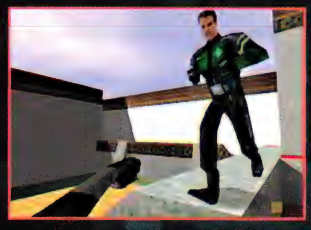
The small catwalk on the midlevel of this courtyard is an excellent spot to camp out. Foes coming out of the rock tunnel won't see you until it's too late, and you have a good view of both the ground-level entrance and the entrance to the upstairs catwalk.

Upstairs isn't a bad place to be in this courtyard, either. Besides getting the bird's-eye view of all the activity, you can also cover most entrances to the area. It also happens to be the only way to grab the weapon that appears on the central pillar. To reach it, you must line it up perfectly and walk off the catwalk at top speed.

MAP KEY — S Spawn Point — 1 Weapon Location — Ammo Location

In a level with very few truly safe camping spots, this little getaway is a blessing. You can see every conceivable angle that an attacker might come from, and there's no chance of an ambush from the rear.

Typically, many of your battles will end up taking place in the large courtyards. Don't underestimate the importance of little nooks like this one, though. Any bit of cover helps, no matter how small.



Since the level is so large and the weapons few and far between, you're going to have your work cut out for you whenever you are eliminated. As soon as you spawn, try to disarm any would-be attackers.

You can walk on the thick banister on the right side of this courtyard, giving you quick access to the upper hallway. The broken piece of railing at the top also offers a quick drop back down to the main level. Be sure to duck behind the rail whenever possible.

The central room of the map offers entrances to all the main areas, so if you linger here long enough you're bound to ambush someone. It's also a nice place to lose enemies, as you can dodge around to three exits.

CHALLENGE 18

King of the Hill is hardest on large levels, so you'll be in for a real challenge here. Whenever the Hill changes places, you need to hightail it to the best shortcut to reach it quickly. The Maians are extremely fast and amazing shots, but both of their oversized noggins make them prime targets for head shots. If you aim true, you can drop them quickly. Once you have the Hill, plant the Laptop Gun as a lookout.

WEAPONS:

1. Falcon 2
2. Phoenix
3. Tranquilizer
4. Laptop Gun
5. Shield
6. Cloaking Device

CHALLENGE 28

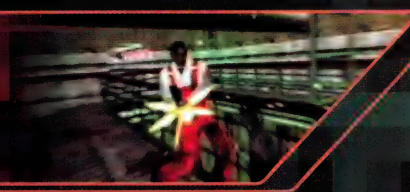
Two words: Extremely hard. Capture the Case is difficult under any circumstances, and when you're playing against DarkSims, it may seem close to impossible. Unfortunately, there are no shields to help make the Villa a nicer place to hang out in. Grab the AR34 if you can, keep moving through the large areas and pray for all your worth. The DarkSims rarely miss, so if they get a clear shot at you, you'll go down without knowing what hit you.

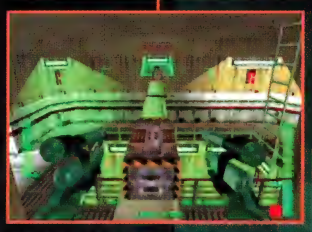
WEAPONS:

1. Falcon 2
2. Falcon 2 (Silencer)
3. DY357 Magnum
4. AR34
5. Shotgun
6. Disabled

Sewers

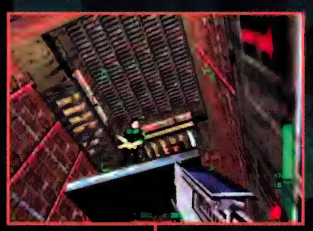
The dank, claustrophobic confines of the Sewers make for a lot of close encounters. Since there are lots of peepholes and no wide-open spaces, it's far more important to know every nook, cranny and gangway of the underground complex.



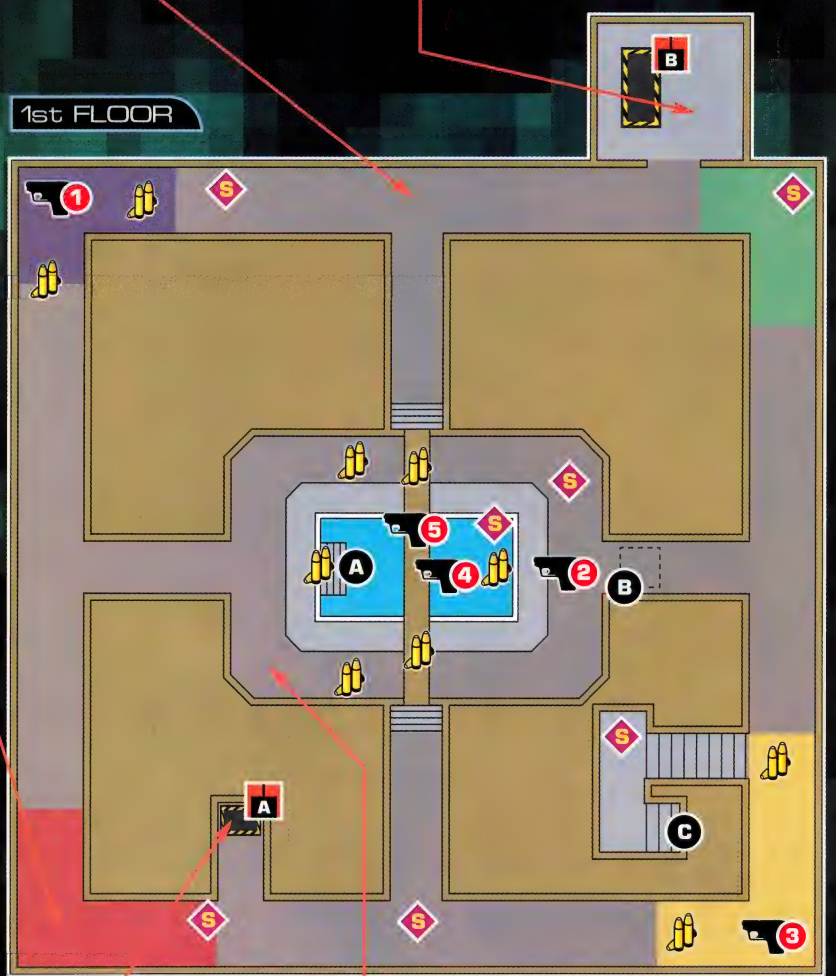


Climbing to the upper part of the first floor is always a good idea, because it offers an excellent view of the area. You can snipe anyone who tries to cross the elevated beam and also have the drop on enemies who try for the weapon in the center pool. As usual, be sure to watch your back.

When you're fighting on the first floor, you'll often be able to tell at a glance where your enemy is. Use the four color-coded corners to modify your plan of attack, and remember to dodge upstairs or into the central area if you're coming under heavy fire from an enemy.



This small elevator will take you upstairs, but since it's positioned in the middle of the room it's very difficult to stay on. If you have an enemy in close pursuit, you may want to figure out a better escape route.

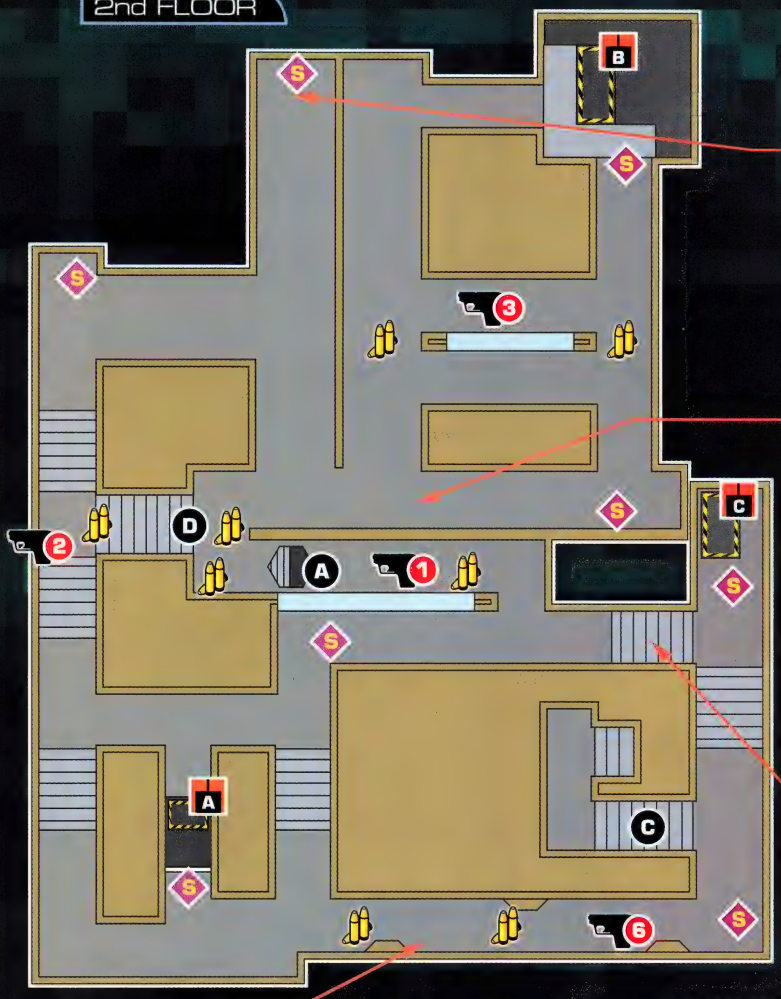


Elevators are good for more than going up and down. If you wait below them, you can shoot anyone riding down to your floor. If you're playing with projectile explosives, lob them up the shaft—you may get lucky.

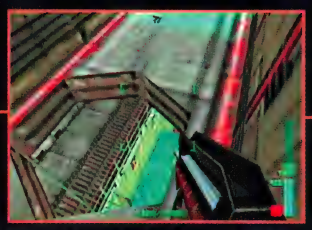
The central area has so many different access points that it's perfect for ambushing enemies. Hiding out in corners is one good way, but another is to booby-trap the ladder or the elevated beam. If you land in the central pool of water, remember that you don't have to climb all the way to the second floor—you can jump off midway.

MAP KEY — A Junction Point | A Elevator | S Spawn Point | 1 Weapon Location | Ammo Location

2nd FLOOR



There's a reason for the red light suffusing this dead-end hallway—it's a good place to get yourself shot. With no escape route and no items to be had, walk down this hall only if you're strapped with massive weapons.

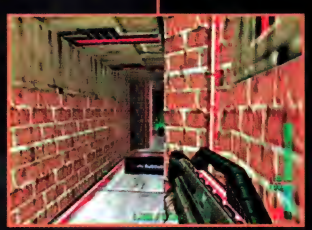


The midsection of the second floor has a wall with a large opening in it. If you're engaging an enemy here, duck beneath the lower wall for cover, then pop up and start firing. The hole in the floor makes for a quick and easy escape route, but if you want to run past it, just hug the wall on either side and keep moving.

This metal ramp makes an excellent ambush point, as you can spy oncoming enemies through the slats while still remaining relatively camouflaged. You can even shoot through the grating, but bear in mind that your back is exposed.

There are two quick ways down from the narrow third-floor hallway. The vent shaft is the quickest, but it may drop you into the middle of a first-floor firefight. The elevator takes you to the second floor.

3rd FLOOR



Brick protrusions line the sides of this hallway, and while they offer only scant cover, they're better than nothing. If you're being pursued, spin around and hug the wall the moment you pass one, then open fire.

CHALLENGE 20

The fact that this Challenge involves one-hit kills with pistols is cause enough for concern, but there's even more to worry about. You'll be paired with a moderately skilled simulant whom you must protect to win the day. Since a bullet from any weapon will hit with lethal force, pick a gun you feel comfortable with and one that reloads quickly—the Falcon 2 or the MagSec 4 may be best. The simulant you're up against won't miss much.

WEAPONS:

1. Mauler
2. Falcon 2
3. MagSec 4
4. DY357 Magnum
5. Shield
6. Disabled

CHALLENGE 27

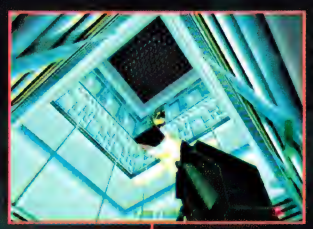
Challenge 27 features a talented simulant opponent, and the level is made even harder by the fact that the Sewers are so compact. The game is Hacker Central, and since there are so many vertical platforms, it's nearly impossible to tell where the necessary equipment is on radar. Use the Rocket Launcher to give yourself a chance, but don't blow yourself up. Like most Hacker Central Challenges, this one is easier with more than one player.

WEAPONS:

1. Falcon 2
2. MagSec 4
3. CMP150
4. Rocket Launcher
5. Shield
6. Disabled

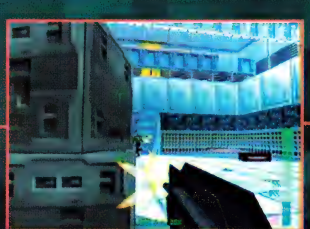
Base

The Base may remind you a bit of the Warehouse. With narrow, winding hallways and steep ramps bridging the two floors, you won't have a lot of room to maneuver. Finding and using good cover is absolutely essential.



The elevator is the quickest way between floors, and if you camp at the base of it, you can blast people who are riding down. You can also ambush anyone who's coming in from the hallway.

They may not look like they could provide shelter for an insect, but the sections of extruded wall in this hallway might just save your skin. Weather incoming fire by hugging the wall, then strafe out and open fire.



The corners in this central room are a fairly safe spot to camp, as you can pick off opponents who enter from any direction. Crouch behind the crates for an extra measure of protection. None of the crates in this level will explode no matter how much abuse they take, so you don't have to worry about your cover getting blown.

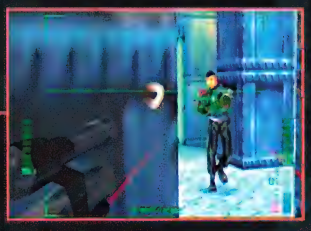
Take this ramp for fast access to the second floor—you can just jump off to the right at the top. You can also park yourself about halfway up and blast away at your opponents, knowing you can escape up or down.

The huge barricade of crates at this end of the base looks like it was built to withstand a full assault, so make a beeline if you're outgunned. Stand behind a double stack and strafe out into the gaps to fire.

MAP KEY — A Junction Point | A Elevator | S Spawn Point | 1 Weapon Location | Ammo Location | Door

You can't climb in this broken duct, but that doesn't mean a sniper won't plant him or herself at one end and try to take potshots through it. Plant a Proximity Mine at one end or launch a grenade through for a surprise.

Take the elevator up to this spot and crouch down. Not only will you have a perfect view of three upstairs doorways, you'll also be able to shoot through the gap in the floor at anyone below.



The odd-shaped architecture of this corner room offers some nice cover. Back yourself into a suitably sneaky corner and then pop out to blast at some unsuspecting opponent. It helps if you aren't using radar.

Even though it offers up a nice payload of guns and ammo, be careful crossing this transparent path. You'll be an obvious target to anyone below, and you'll pay if you have to wait for the door.

The only way to reach this platform is to dive off the side of the elevated platform and grab onto the ladder. It's a good place to cover the whole room from, and it's also the only spot for weapon #5.

CHALLENGE 22

The lone Challenge in the Base is a game of Hold the Briefcase, which is made almost impossibly difficult by the pair of gifted simulants and the fact that you're dealing with one-hit kills. The crossbow is all right for close combat, even though it reloads slowly, but taking cover behind some crates and holding off attackers with the Sniper Rifle or the K7 Avenger is a better strategy. These simulants don't miss much.

WEAPONS:

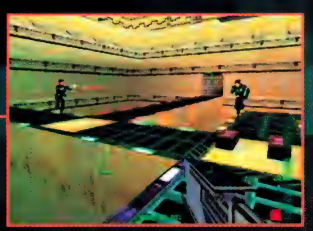
1. Falcon 2
2. Sniper Rifle
3. Crossbow
4. K7 Avenger
5. Shield
6. Disabled

Fortress

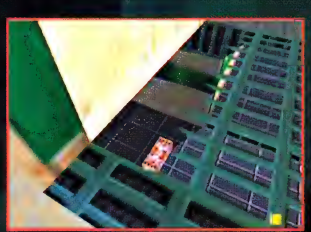
The Fortress may look complicated from the maps, but it's actually a very simple geometric figure. It's a tri-level arena, with four main sections surrounding a central pit that's criss-crossed by several adjoining pathways. Walk carefully...

1st FLOOR

The color of the lights and stripes on the walls will tell you what section of the first floor you're in. It's not useful for finding guns—they're the same in each of the four areas—but it'll help you get your bearings.

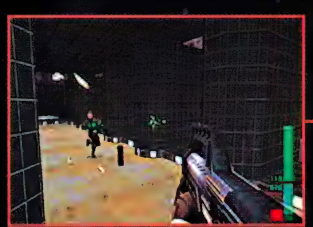


Although it's the fastest way to access the four colored areas, the central walkways are extremely dangerous places to be. Remember that you'll get pushed around if someone shoots you, and you might fall.



You might not even notice them, but the grates at the tops of these ramps don't extend all the way to the wall. You can shoot through the grates at people below, but in a pinch you can also use this gap to make a quick escape.

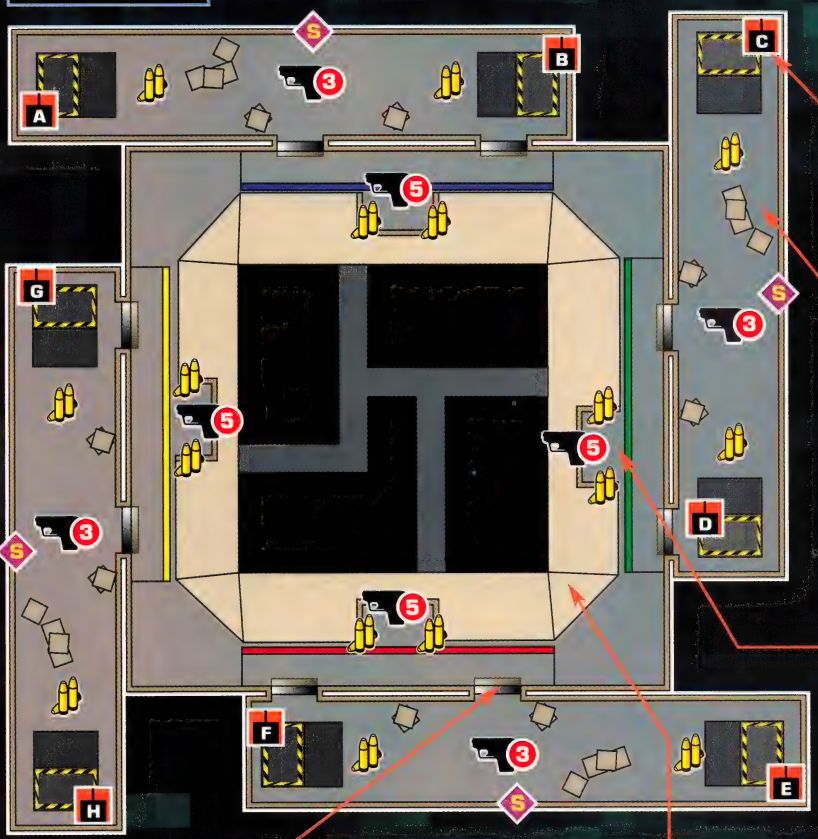
2nd FLOOR

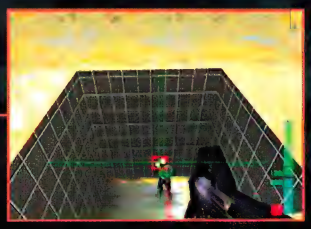


There's plenty of ammunition and weaponry stashed in the nooks along these walls, but that's not the only reason to step inside. The indents are deep and provide excellent cover, so you can engage the enemy with confidence. You can also stand near one elevator and blast away at the person using the other one.

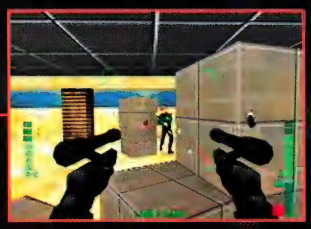
MAP KEY: A Junction Point · A Elevator · S Spawn Point · 1 Weapon Location · Ammo Location · Door

3rd FLOOR

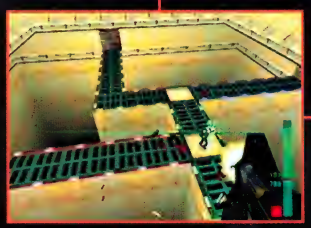


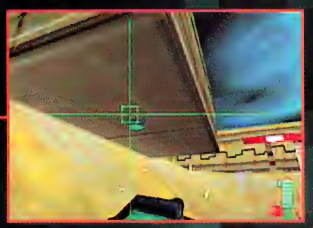


Players have to use one of these elevators if they want to get back up to the third floor, so if you station yourself at the top of the one they're using, you can pick them off with ease as they make the ascent.

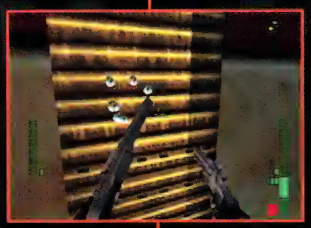


Don't forget to make use of the scattered crates in these hallways. If you're fighting an enemy across the room, you can make your way from stack to stack. They also make excellent ambush points for people using the doors.

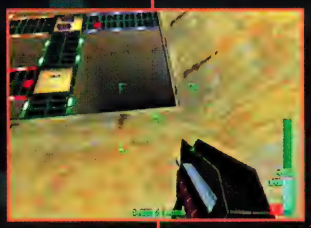


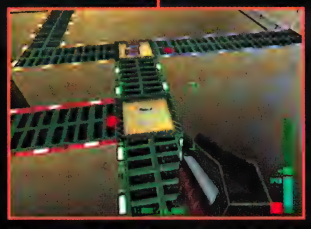


There are four platforms extending out above the central area, and they're perfect for sniping anyone foolish enough to negotiate the catwalks. Of course, if you want to dislodge someone from one of these spots, you can either charge it from the lip of the arena or plant a Proximity Mine on the front as a booby trap.



The metal rollaway doors take a long time to open and make a lot of noise, so unless you want to be a sitting duck, don't stand near them while they're opening. Powerful weapons, like the DY357 Magnum, can even punch holes through the thin metal, so blast away.





You can walk along the inclined lip around the pit, but you won't be exactly safe. There isn't any cover, and if you fall into the pit, it's over. If you have good aim, you can fall onto the platforms below with relative ease. For an escape route, it can't be beat.

CHALLENGE 24

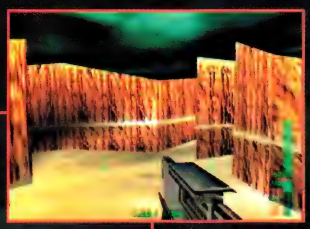
Capture the Case is tough here because there are so many simulants. Even though they're all set at easy difficulty levels, sheer numbers mean that they can defend their own case and capture yours. Explosives like the Devastator make things pretty tricky, but if you're a good shot with a pistol you might make things easier on yourself. If you find the DY357-LX Magnum, you'll be able to eliminate anyone with one shot. Just don't miss.

WEAPONS:

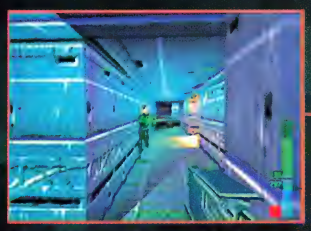
1. CMP150
2. Tranquilizer
3. Devastator
4. SuperDragon
5. DY357-LX
6. Disabled

Ruins

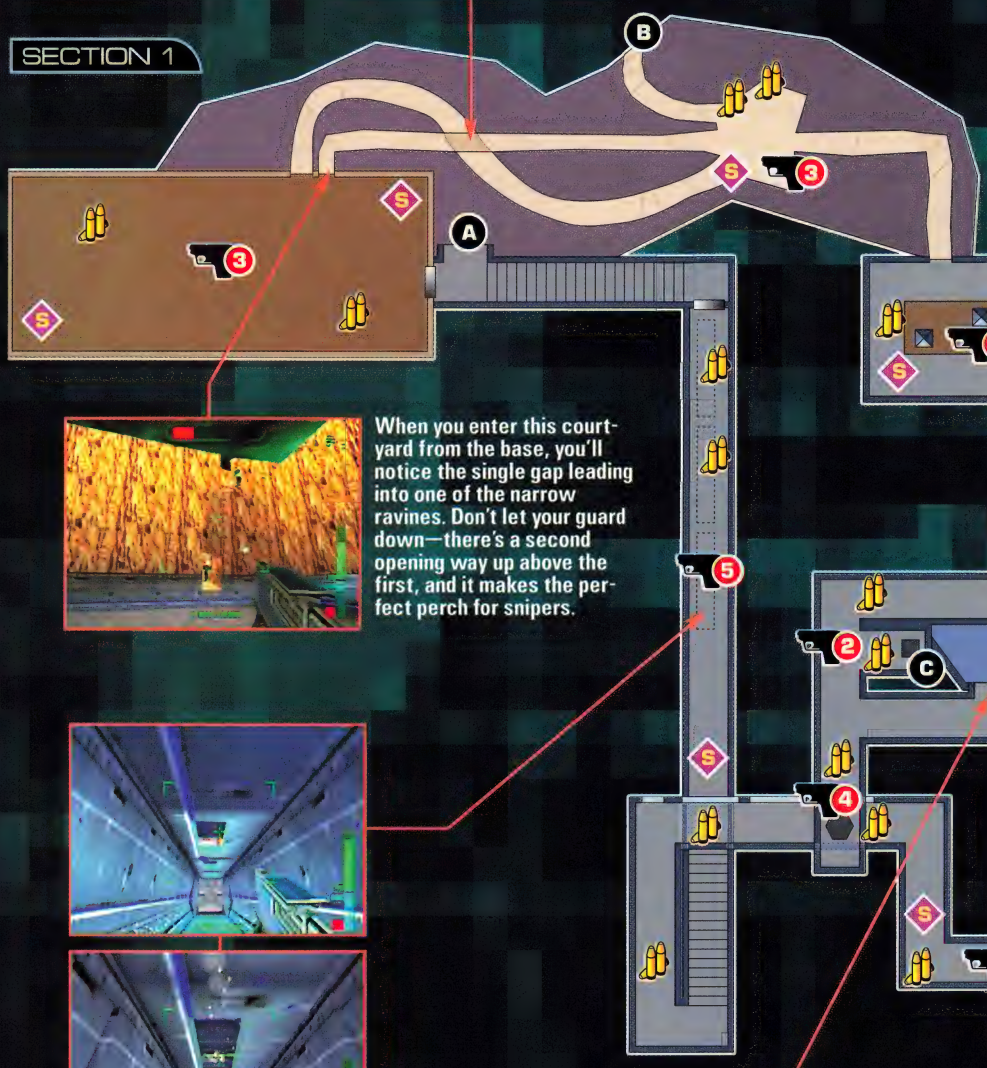
These Skedar Ruins aren't exactly like those in the Solo Missions, but the topography is similar enough to give you the creeps. Cramped ravines cut through the rock outside, while indoors, the base's power is shorting out.



The narrow, serpentine crevasses that mar the planet's surface outside the base are extremely dangerous combat zones. You can jump off the land bridge at the intersection or else just camp there and try to pick off unsuspecting players traversing the pathway below.

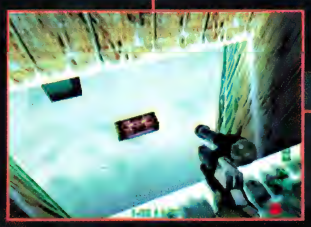


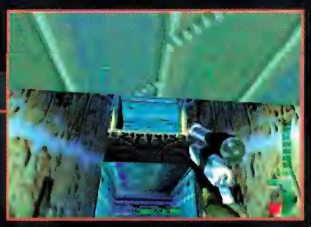
At various points inside the base you'll find little extended walls like this one that provide a little bit of cover. Since the base is made up of several long hallways with few exits, any cover is priceless.



When you enter this courtyard from the base, you'll notice the single gap leading into one of the narrow ravines. Don't let your guard down—there's a second opening way up above the first, and it makes the perfect perch for snipers.

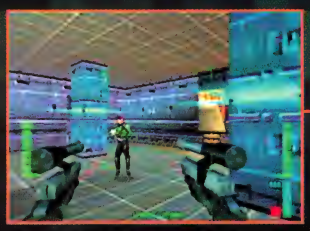
Watch out when battling in this hallway, because the three gaps in the pathway allow for plenty of shooting between floors. If someone's sniping you from above, keep in mind that you can access other levels fairly quickly by running over to the stairway at point A on the map.





If you're in a hurry to escape or just want to take potshots at people down below, make frequent use of the holes and drop points. You won't be able to get the best angle on anyone below, but if you're playing with Grenades they're perfect for Proximity Pinball carnage.

MAP KEY — A Junction Point · S Spawn Point · 1 Weapon Location · Ammo Location · Door

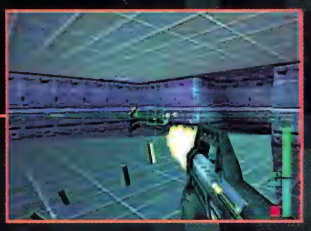


Anyone who's partial to camping should make a beeline to this corner of the base. Not only will it give you some decent cover in the form of a large pillar, but you can also cover the only two entrances to the room.

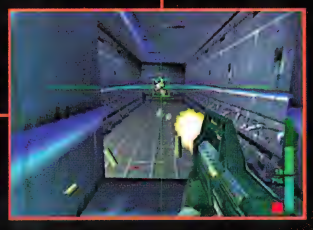
Because the base is in a state of decay, the power is very squirrelly. Lighting is bad, but worse than that is the fact that many of the doors have shorted out. There's nothing worse than having a door stall half open when you're under pursuit, so watch your back.

This diamond-shaped room one of the only places on this level where you'll actually get some elbow room. Three pillars offer cover, and since there's room to maneuver you'll have many battles here. Foot traffic through this area tends to be quite high, so think booby traps.

Although you need to watch out for people shooting up at you, you'll definitely have the advantage on the upper floor of this hallway. Snipe all you want, or just drop various Mines and Grenades through the gaps.

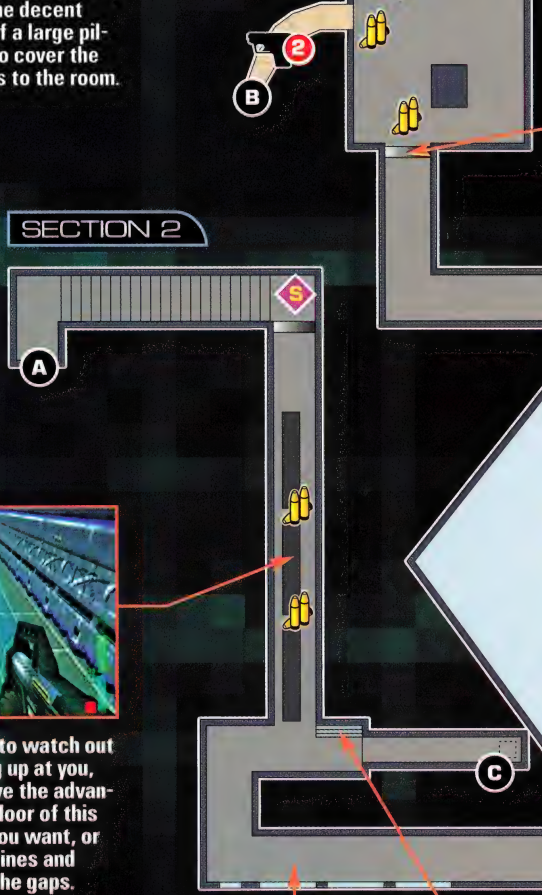


This room makes another excellent camping spot. If you hang out in the southwest corner you can cover the main entrance, but remember that enemies might suddenly drop from the ceiling at point D. Be ready for them.



Large openings split this main wall on the upper part of the base, and they can make for pretty intense duck-and-cover firefights. If you're fighting on this side of the wall, be sure to keep an eye on the hallway leading to point D, as it is the quickest route for someone on the other side to cross over and engage you.

Usually you would drop down into the narrow shaft at point C, but there's also a secret way to climb in it. Duck down, then climb the wall to the left of the opening. You'll be able to drop into the shaft.



CHALLENGE 26

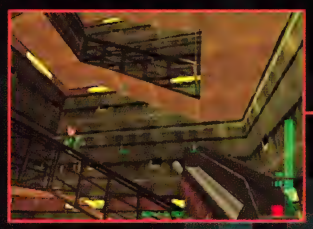
Your lone Challenge in the Ruins is one of the hardest in the game. You'll play King of the Hill against amazingly talented simulants, and unless you grab the good weapons you're done for. The Mauler and Falcon 2 won't do you much good except as a last resort—go for the Laptop Gun, Cyclone and Reaper if you want to live. As always, using the Laptop Gun as a sentry when you have the Hill is the best tactic.

WEAPONS:

1. Falcon 2
2. Mauler
3. Cyclone
4. Laptop Gun
5. Reaper
6. Disabled

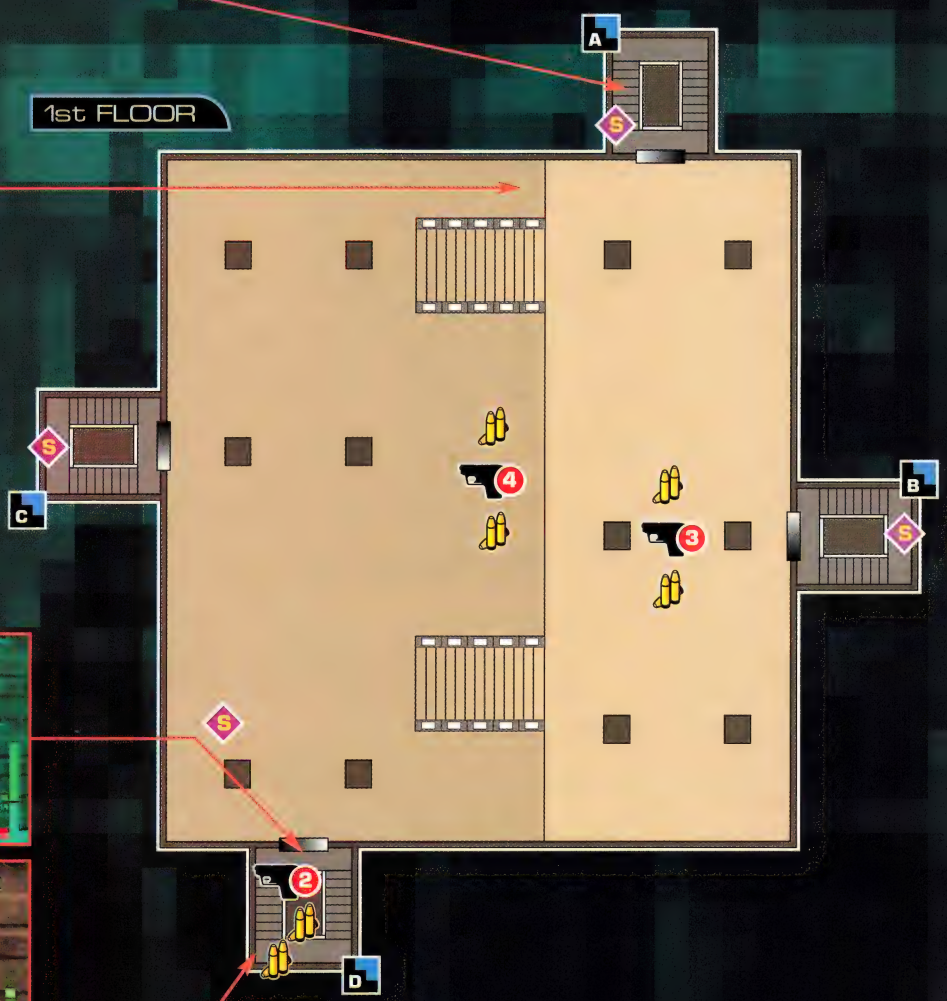
Car Park

If you manage to beat 20 Challenges, you'll open up one of the coolest arenas. The Car Park is all about huge, open spaces perfect for epic battles.



If you get caught in a firefight on the stairwells, there's not much to do except run the opposite direction. Use your strafe to spiral up or down quickly, and listen for the sound of a door ratcheting up. The stairwells are lit by different lights, so you can get a quick fix on your enemy's position.

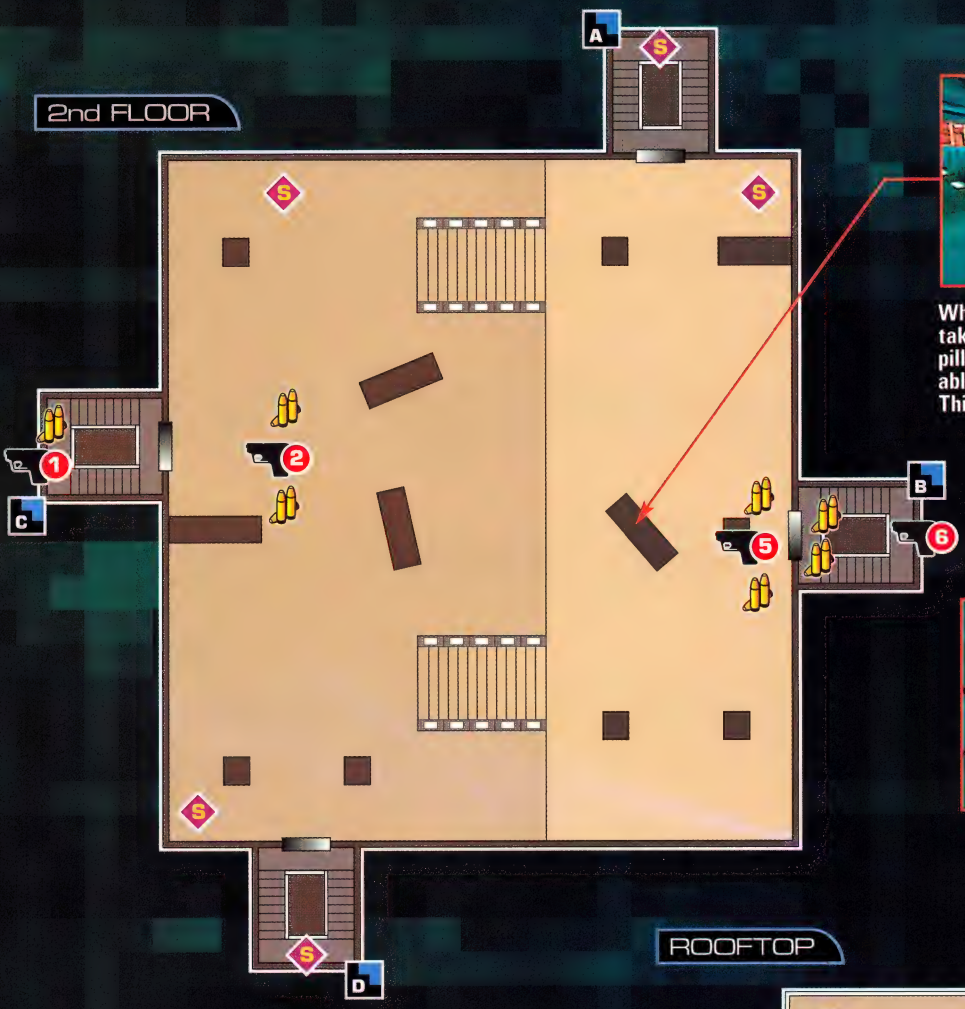
Hiding next to the ramps is often a good tactic. If you crouch, people on the level behind you won't see you until the last moment and the ramp itself will give you a little bit of cover from enemies in front of you.

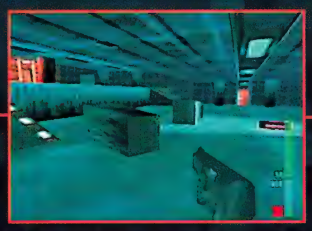


The doors take a while to ratchet open, so don't get caught waiting for them. If you have a strong enough gun, you can shoot through them, but otherwise, try a more brutal method. Crouch down, then cue the door. As it opens, open fire on your opponent's legs before the door opens enough for him to see you.

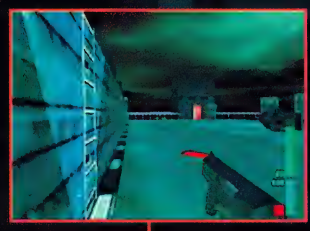
If you're under hot pursuit and have enough ammo to put up a fight, flee for the bottom of a stairwell. Open the door as if you're going to go through, then step back into the shadows behind the staircase and ambush your opponent.

MAP KEY: A Stairwell | S Spawn Point | 1 Weapon Location | Ammo Location | Door

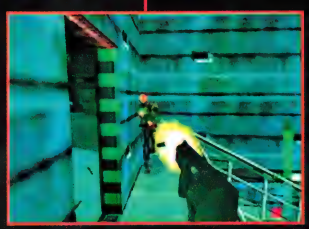




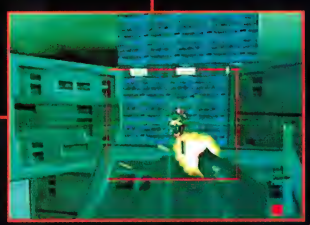
When you appear at a Spawn Point on the first or second floors, take a quick look around to figure out where you are. Several of the pillars on the second floor have collapsed, making it easily identifiable. If all of the pillars are intact, it means you're on the first floor. This also helps you vector on your enemy in multiplayer.



On the rooftop, use the short wall to your advantage. If you hug the wall, players on the upper level won't be able to see you and may expose themselves when they drop down. Another vicious tactic is to booby-trap the ladders.



Another excellent spot to plan an ambush is the top of a stairwell. Go through the door and nestle yourself in the corner to the right. When your enemy comes through the door and heads downstairs, you'll be right on his or her heels.

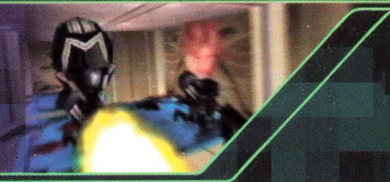


You'll need to use pillars for cover on the other two levels, but on the rooftop the best you can do is crouch behind crates. This particular stack is the best of the bunch, as it's so big. You can cover practically the entire rooftop from here, with the exception of the stairwell behind you—listen closely for the sound of the door.

CHEATS CHART

Cheater, Cheater

Who says cheaters never prosper? There are so many cheats hidden in Perfect Dark it'll blow your mind, but you're going to have to work for them. Remember, now, you can't unlock any cheats or levels while you're using a cheat.



Fun

Fun cheats won't really affect your game play—they're just...well, fun. The familiar DK Mode gives characters huge heads and long arms, making those head shots easy as pie. Playing tiny, playing as an alien, or playing very slowly is also tons of fun.

- **DK Mode:** Complete Chicago: Stealth
- **Small Jo:** Complete G5 Building: Reconnaissance
- **Small Characters:** Complete Area 51: Infiltration
- **Team Heads Only:** Complete Air Base: Espionage
- **Play as Elvis:** Complete Area 51: Rescue in under 7:59
- **Slo-Mo Single Player:** Complete dataDyne Research: Investigation

Gameplay

These cheats make game play a whole lot easier...or a whole lot harder. Walking around invincible is obviously pretty sweet, but, of course, it is one of the hardest cheats to earn. Perfect Darkness is also quite cool—a Night Vision is included.

- **Invincible:** Complete Area 51: Escape in under 3:50
- **Cloaking Device:** Complete G5 Building: Reconnaissance in under 1:30, or load Perfect Dark (GB) game.
- **Marquis of Queensbury Rules:** Complete dataDyne Central: Defection in under 1:30
- **Jo Shield:** Complete Deep Sea: Nullify Threat
- **Super Shield:** Complete Carrington Institute: Defense in under 1:45
- **Enemy Shields:** Complete Carrington Institute: Defense
- **Enemy Rockets:** Complete Pelagic II: Exploration
- **Perfect Darkness:** Complete Crash Site: Confrontation

Weapons for Jo in Solo

Everyone likes weapons, right? Well, Joanna's no different. Earning the right to stick many of these in Joanna's arsenal is sometimes as simple as just completing a level, but you'll need to work harder to get the cooler ones, like the Psychosis Gun.

- **Rocket Launcher:** Complete dataDyne Central: Extraction
- **Sniper Rifle:** Complete Carrington Villa: Hostage One
- **SuperDragon:** Complete Area 51: Escape
- **Laptop Gun:** Complete Air Force One: Anti-Terrorism
- **Phoenix:** Complete Attack Ship: Covert Assault
- **Psychosis Gun:** Complete Chicago: Stealth in under 2:00
- **Trent's Magnum:** Complete Crash Site: Confrontation in under 2:50
- **Farsight:** Complete Deep Sea: Nullify Threat in under 7:27

Classic Weapons for Jo in Solo

Oh, the bittersweet memories! Once you win gold stars on the firing range (which is no easy feat), you'll get the chance to throw a few classic GoldenEye guns back into the mix. There's nothing like that sweet sound of a Klobb emptying its clip.

- **PP9i:** Win All Golds on the Firing Range
- **CC13:** Win All Golds on the Firing Range
- **KL01313:** Win All Golds on the Firing Range
- **KF7 Special:** Win All Golds on the Firing Range
- **ZZT (9mm):** Win All Golds on the Firing Range
- **DMC:** Win All Golds on the Firing Range
- **AR53:** Win All Golds on the Firing Range
- **RC-P45:** Win All Golds on the Firing Range

Weapons

Now we're talking serious cheats. Some, like the Classic Sight or the Hurricane Fists, are just for fun, but others are to die for. All Guns and Unlimited Ammo will make every level a war zone, and the special R-Tracker will help you find hidden guns.

- **Classic Sight:** Complete dataDyne Central: Defection
- **Unlimited Ammo - Laptop Gun:** Complete Air Force One: Anti-Terrorism in under 3:55
- **Hurricane Fists:** Complete dataDyne Central: Extraction in under 2:03, or load Perfect Dark (GB) game.
- **Unlimited Ammo:** Complete Pelagic II: Exploration in under 7:07
- **Unlimited Ammo - No Reloads:** Complete Air Base: Espionage in under 3:11
- **X-Ray Scanner:** Complete Area 51: Rescue
- **R-Tracker/Weapon Caches:** Complete Skedar Ruins: Battle Shrine, or load Perfect Dark (GB) game.
- **All Guns in Solo:** Complete Skedar Ruins: Battle Shrine in under 5:31, or load Perfect Dark (GB) game.

Buddies

Trust us, you can get by as long as you have a little help from your friends. Jo's sister will be available as a simulant helper in the Solo Missions from the very beginning, but these other special simulants must be unlocked through quality game play.

- **Velvet Dark:** Always Available
- **Pugilist:** Complete dataDyne Research: Investigation in under 6:30
- **Hotshot:** Complete Area 51: Infiltration in under 5:00
- **Hit and Run:** Complete Carrington Villa: Hostage One in under 2:30
- **Alien:** Complete Attack Ship: Covert Assault in under 5:17

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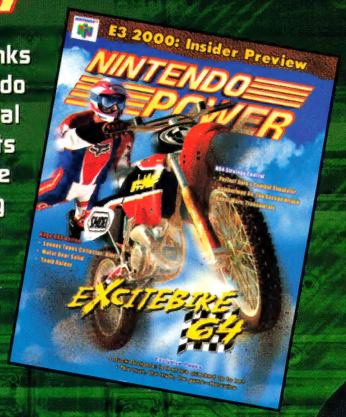

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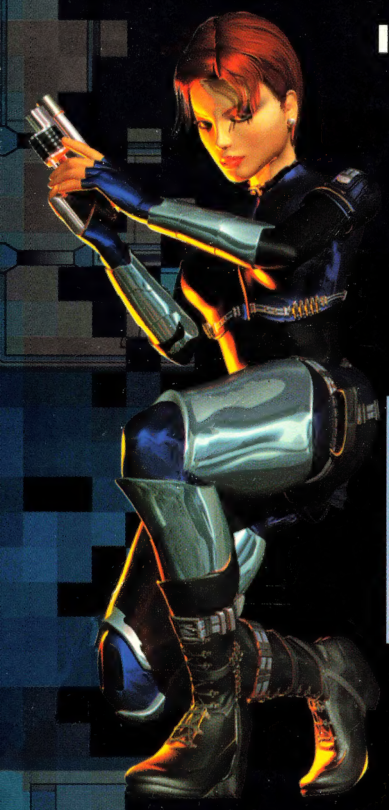

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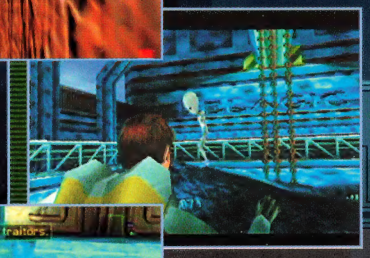

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